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PRIMA Official Game Guide

Written by Howard Grossman

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by Curtiz

How to Use This Guide

Game System

This section covers everything about the game's mechanics. It provides an overview of functionality such as formations tactics and combat. In addition, it discusses unique aspects of the game such as elemental effects, status changes, Arts attacks, and so on. Also included are several strategy tips to get you started.

Characters

This chapter contains detailed info on each character, including personal stats, skills/magic, stats chart, and bio. This also features a character analysis that describes how to use and equip each character.

Walkthrough

A spoiler-free walkthrough that represents each of the five major regions. Incredible maps show all key locations and treasure chests. Look for tips and tactics to defeat each monster and boss.

How to Use this eGuide

This eGuide has a custom navigation system to allow you to easily find content within the eGuide and move between sections as you choose.

The main menu puts all of the eGuide sections for this guide at your fingertips. You can select the Menu button from any eGuide page to return to the main menu at any time.
Of course, you can also use the "page forward" and "return to beginning" icons to navigate through the eGuide.
Enter keywords to find a specific word or phrase.
Within each eGuide section, all sub-sections are displayed for easy navigation.
For any other questions about your eGuide, check out the help button.

How To Use This Guide

Skills/Magic

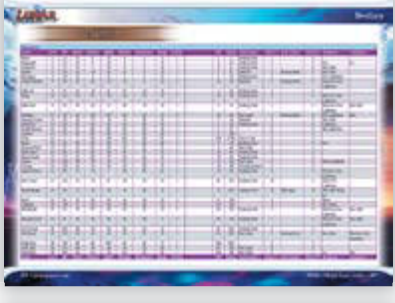
This section is a complete chart of all skills and magic for every playable character. It includes MP consumption, element effects, descriptions, and Arts attacks.

Equipment and Items

The equipment section has stats for every weapon, piece of armor, and accessory in the game. All items are listed, including consumable and special items.

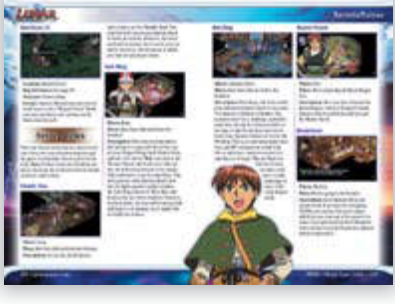
Bestiary

A comprehensive table of every monster and boss in the game. This contains complete stats, experience, money, and item drops.



Secrets/Extras

Every secret or hard-to-find item is described here, including where and when to get them. A red chest guide will help you get all the locked treasures. The Bromides section is a showcase for the lovely ladies of Lunar. We reveal all the collectible cards and how to acquire them. Finally, there is the bathing section, which covers this very unique aspect of the game.



Game System

Character Stats

Status

The Status menu will display each character's stats. Each of these details plays an important part in how you should use each character. Here is a breakdown of each attribute and how it affects each character:

STR (Strength): Indicates the combined strength of the character and the weapon equipped. The higher the number, the more physical damage the character can deal to the enemy.

DEF (Defense): Indicates the combined defense of the character and the armor equipped. The higher the number, the more physical damage the character can withstand from the enemy.

AGL (Agility): Indicates the character's action speed. The higher the number, the quicker the character's turn will come in each round of battle.

WIS (Wisdom): Indicates the character's magic strength. The higher the number, the more magic damage the character can deal to the enemy.

RES (Resistance): Indicates the character's magic resistance. The higher the number, the more magic damage the character can withstand from the enemy.

RNG (Range): Indicates the character's range of movement in a single turn.

LUK (Luck): Indicates the character's luck. The higher the number, the higher chance the character has of avoiding abnormal status effects. This also slightly affects the character's ability to deal damage to an enemy.

#ATK (number of attacks): Indicates the number of times the character can attack in a single turn. Magic and skills are limited to one per turn.

HP: Indicates the character's current HP (Max HP is displayed to the right).

MP: Indicates the character's current MP (Max MP is displayed to the right).

EXP (Experience): Indicates the character's current experience points.

Next level: Indicates the required experience points to reach the next level.

Game System

System

Formation

The Formation option allows you to change each character's default starting position in battle. The grid is 6 x 8 squares, and each character takes up two spaces. Tweaking your default formation allows you to spread out your characters so they avoid damage or allows you to place them closer to the front line so they can reach the enemies in back.

Tactics

The Tactics menu gives you the option to set up three strategies that act as a set of automated commands. This is a *very* useful function that can save you a lot of time when you want the entire party to attack or perform the same battle strategy every turn. There are six tactical options:

Command: Allows the player to directly control the character each round of battle.

Single AI: The computer determines the best course of action for a character based on the battle circumstances.

Attack: Will cause the character to attack the nearest enemy with their equipped weapon. If there are no enemies within their range of movement, the character will move as close as they can to the nearest enemy.

Skill/Magic: Use a designated skill or magic spell. If the skill or magic will be ineffective, or if there is insufficient MP, the character will either attack or defend instead.

Defend: Assigning this function will cause the character to defend. Also, when possible, the character will move as far away from the enemies as their range of movement allows.

Item: Use a designated item. If the item will be ineffective, or if there are none left, the character will either attack or defend.

Status Effects

There are seven different types of abnormal status effects that you can encounter in battle. Each one is indicated by a graphic effect around your character and by an icon in your character's status bar on the screen's bottom. Several effects such as Seal, Muddle, Sleep, or Stun may be recovered from over time without the use of items or magic. Jessica's Purity Litany or Alex's Dragon Healing can cure these effects. Also, Cleansing Water can cure stun, and Holy Water can cure everything else. A character can't have two abnormal status effects at the same time. If struck with more than one within the space of a battle, the deadlier one will take priority over a weaker one. Keep in mind that Nall will automatically cure everyone after a battle. Here is a list of all seven effects, presented from least to most harmful.

Muddle: A confused state that sometimes causes the characters to attack other party members. This can also cause a character to flee or defend.

Poison: A character receives damage at the start of each turn. The longer it is untreated, the more damage it will do.

Stone: A petrified state that prevents a character from taking any action. If the entire party is turned to stone, it is game over!

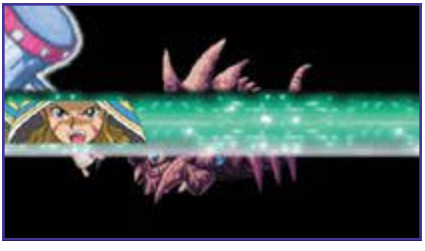
Seal: Prevents the use of any skills or magic.

Sleep: A character will fall asleep and not be able to perform any action until they are cured or until an enemy hits them. While asleep, the character will receive increased damage from enemies.

Stun: The character will be paralyzed and unable to act. While this is in effect, the character will take increased damage.

Unconscious: When a character's HP reaches zero, they will become incapacitated. If the entire party is unconscious, then the game ends.

Arts Gauge



The yellow bar on the bottom of the character's status display represents the Arts gauge. When the bar is full, the character can unleash an Arts attack from the Skill/Magic list. These are extremely powerful moves that can turn the tide of any battle, so they are best saved for bosses. The gauge is filled as the player deals out or receives damage.

Game System

Elemental Properties

Many skills, magic spells, and weapons have elemental properties. These are automatically applied, and they have a major effect on enemies that are weak or resistant to a particular type of element. For example, if a monster is weak against ice and you use a magic spell such as Blizzard or a weapon like Ice Brand, the monster will receive twice the damage. Likewise, if they are resistant to an element, the damage may be cut in half. Keep an eye on the damage number on the screen to see if the value is unusually low, which indicates a resistance. If they are weak to an elemental attack, the damage number shown on the screen will be yellow.

Skills and Magic

Skills and magic spells are your primary weapons, and do more damage than normal attacks. Each one draws from your MP and may have elemental properties. Magic that can be used outside of battle to heal or exit a dungeon will appear in white, while those that cannot will be in dark blue. It is also important to note the abbreviation for the effective range or use of each magic spell. See the list below for a description of each abbreviation. See the skill and magic chart at the back of the guide for a complete list.

1A (one ally): Affects only the selected ally

AA (all allies): Affects all of the allies in the party

AZ (ally zone): Affects only the allies who are in a selected area

OS (oneself): Affects only the person casting the magic

1E (one enemy): Affects only the selected monster

AE (all enemies): Affects every enemy on the screen

EZ (enemy zone): Enemies located in a selected area will be affected.

SL (single line): Affects foes that are in the line of attack

Combat

There are four main options in combat, as indicated by the icons at the top of the screen: Party AI, Command, Tactics, and Flee All.

Party AI: Will allow the computer to take control of the fight and choose the best action according to circumstances of battle.

Command: Directly control each character's actions. You can have each character choose from Single AI, Skill/Magic, Item, Attack, Defend, or Flee. These are the same options listed in the tactics section above, with the addition of Flee. Fleeing individually is often more successful than as a party.

Tactics: See the tactics description on page 5.

Flee All: Attempt to have the entire party flee. If this is unsuccessful, the party will lose its turn and will be slightly rearranged on the battlefield.

Strategy Tips

1. Elemental effects can double your damage, so use them to your advantage! If the damage numbers on the screen are yellow, you should continue to exploit that weakness.
2. Leveling up replenishes both your HP and MP. Check out the Status screen to see how close you are to the next level. Early on in the game, items and MP are hard to come by; therefore, knowing how soon you will reach the next level can help you decide if you need to replenish your characters or let them burn through their MP.
3. Save your Arts attacks for bosses, since most normal enemies don't have that many hit points. If you are about to fight a boss, check out your yellow Arts gauge and join in a few more battles to top it off.

Game System

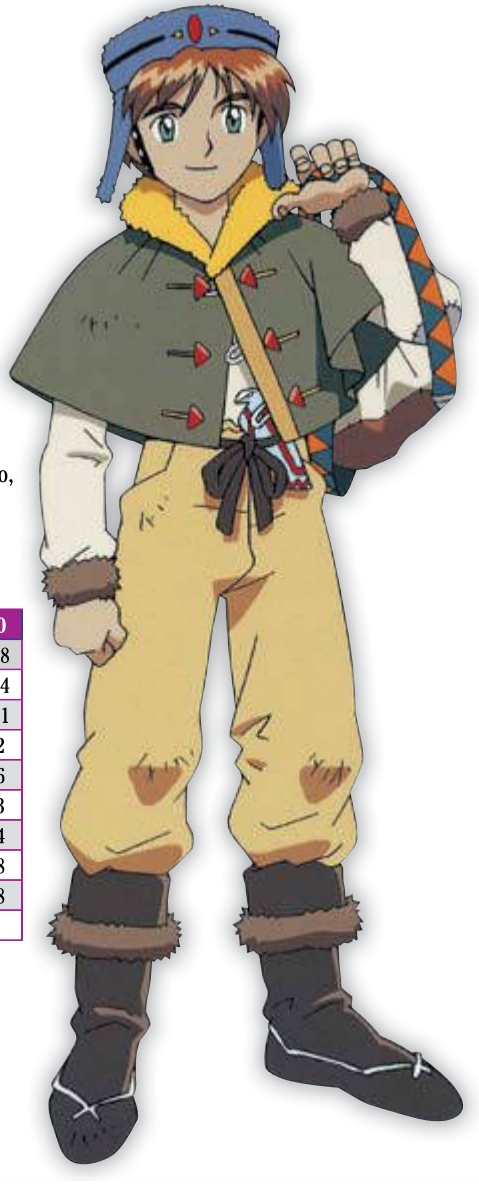
4. Fleeing with the entire party is not a great option, since you lose a turn if it doesn't succeed. However, if successful, you will temporarily be able to walk around without getting drawn into a battle. This can be used strategically if you flee from one monster that you left in battle in order to pass by several groups of them.
5. Later in the game, Alex will learn the magic spell, Dragon Lament. This is a game-changer, as it allows you to destroy all monsters in a single round. Of course, it is a lot more fun to fight them!
6. If you are close to the end of a battle, let Nall cure any abnormal status effects.
7. Bosses will automatically level up as you do. Their HP is based on a formula that is calculated from Alex's HP. In other words, you can't level up like crazy and hope to breeze by the bosses.
8. Compulsive leveling, aka *grinding,* won't help you against bosses, but it will aid you in dealing with enemies. Besides the stats boost, one of the biggest advantages of leveling quickly is reaching the next level that increases your character's number of attacks per round. Alex, Kyle, and Jessica will all gain extra attacks—and the sooner the better.
9. Monsters will respawn each time you leave the room or section they are in. This can be a pain if you backtrack, but you can also use this to level up quickly.
10. Nash and Mia will eventually have enough MP that they will never have to use a normal attack again. At that point in the game, you can decline to buy them new weapons unless it increases their Wisdom. Remember that magic attacks are based on Wisdom, not strength.
11. Ideally you want your characters to attack first in a battle before the monsters get their turn. This is especially important for magic spells like Inferno that affect all enemies. Both Nash and Mia should boost their Agility as high as possible so they can cast their magic spells first in order to weaken the foes for the rest of the team. Also, if they have high Agility, they can use healing items to save an ally before they fall. One of the best items to boost agility is Chiro's Tail, which you find in the Cave of Trials.

Characters

Alex Noa

Stats

Age: 15
Height: 5'6"
Weight: 114 lb
Hometown: Burg



Bio

Alex is an upright youth with refulgent green eyes. Ever since his childhood, he has looked up to the Dragonmasters, those brave warriors who have protected the Goddess, with the utmost admiration and respect. His dream is to one day set out on his own adventures into the vast unknown like his hero, Dyne, a Dragonmaster born and raised in the same northern rural village of Burg.

Experience Chart

Stats	1	10	20	30	40	50
HP	32	70	108	150	221	288
MP	10	35	59	85	118	164
Attack	20	37	56	74	93	111
Defense	16	28	42	55	69	82
Agility	21	32	46	59	72	86
Wisdom	18	31	47	62	78	93
Resistance	15	28	42	56	70	84
Range	12	13	14	15	17	18
Luck	18	18	18	13	18	18
# of ATKs	1	2	2	3	3	3

Characters

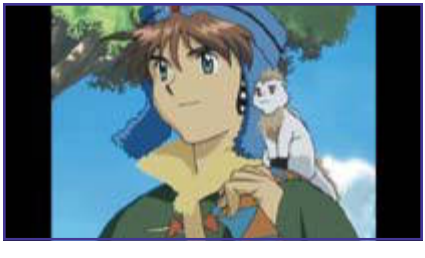
Skills/Magic

Skill/Magic	Effect	Attribute	MP	Description	Learned
Sword Dance	1E		6	Multislash attack	Start of game
Explosive Stab	EZ		9	Pressure attack	Level 10
Flash Cut	AE		18	Slice through enemies	Level 18
Vigor	OS		10	Raises Alex's attack power	Level 12
Dragon Guard	AA		60	Neutralizes magic attacks once	After White Dragon
Dragon Wrath	AE	Fire	35	Incinerate with flames	After Red Dragon
Dragon Healing	AA		40	Completely restores HP and removes abnormal status effects	After Blue Dragon
Dragon Lament	AE		15	Destroys all enemies onscreen	After Black Dragon
Zephyr Blade	AE	Wind	Arts	Wind storm that does high damage to all enemies	Start of game
4-Dragon Blade	1E		Arts	Supreme Dragonmaster art	Equip Dragon armor, shield, helmet, ring and Althena's sword

Effect Legend

1A (one ally): Affects only the selected ally
AA (all allies): Affects all of the allies in the party
AZ (ally zone): Affects only the allies who are in a selected area
OS (oneself): Affects only the person casting the magic spell
1E (one enemy): Affects only the selected monster
AE (all enemies): Affects every enemy on the screen
EZ (enemy zone): Enemies located in a selected area will be affected.
SL (single line): Affects foes that are in the line of attack

Analysis



Alex is the star of this show, and as such, he is the most powerful character in the game. Early on, he will rely mostly on his sword attacks, but after meeting the dragons, he will leave with very powerful magic. When fighting enemies, have him clean up the battlefield after Mia or Nash have used their magic.

In most boss fights, Alex will be the main damage dealer, so make sure he is always healthy. Because he is such a valuable asset in battle, provide him with accessories that raise his Defense and Resistance. Don't worry about boosting his Attack level with items, as he already has excellent offensive power.

His tactics in boss battles are very straightforward. Use Vigor to raise his attack and follow up with Sword Dance every turn. Later in the game, when the battles get tough, he can use Dragon Guard or Dragon Healing to keep the party alive. Fighting monsters is never a challenge for him, and his normal attack should be sufficient. Once you have built up a larger MP gauge and stockpiled plenty of Star Lights, use his Flash Cut to rip through groups of enemies. If any monsters are really giving you a tough time, Alex can single-handedly take them all out with Dragon Lament, but that's not fun!

Luna Noa

Stats

Age: 15
Height: 5'5"
Weight: 104 lb
Hometown: Unknown

Bio

Luna is Alex's childhood friend and was adopted and raised as a member of his own family. Her great love for singing and voice without equal have captivated the villagers, who have given her the well-deserved title of "Songstress of Burg." Despite being the same age as Alex, she tends to act like an older sister and constantly nags him over his indecisiveness.

Experience Chart

Stats	1	10	20	30	40	50
HP	24	62	103	144	186	226
MP	40	94	155	215	274	335
Attack	15	27	40	53	66	79
Defense	14	24	36	48	59	71
Agility	16	28	40	53	65	78
Wisdom	30	48	68	88	109	130
Resistance	26	41	59	77	95	113
Range	10	10	11	12	13	14
Luck	16	16	16	16	16	16
# of ATKs	1	1	1	1	1	1

Characters

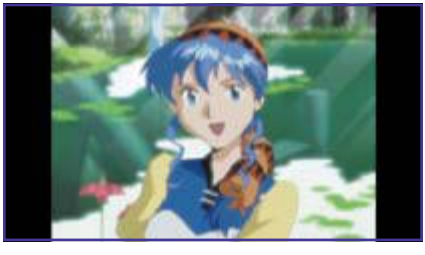
Skills/Magic

Skill/Magic	Effect	Attribute	MP	Description	Learned
Healing Song	1A		4	Heals one ally	Start of game
Purity Song	1A		4	Cures one ally	Level 5
Cascade Song	1A		10	Raises strength of one ally	Level 7
Escape Song	AE		10	Party flees from battle	Level 12
Slumber Song	AE	Sleep	8	Puts enemies to sleep	Level 7
Tranquil Song	AA		10	Restores HP for entire party	Level 10
Goddess Hymn	AA		Arts	Completely restores HP and MP for entire party	Start of game

Effect Legend

1A (one ally): Affects only the selected ally
AA (all allies): Affects all of the allies in the party
AZ (ally zone): Affects only the allies who are in a selected area
OS (oneself): Affects only the person casting the magic spell
1E (one enemy): Affects only the selected monster
AE (all enemies): Affects every enemy on the screen
EZ (enemy zone): Enemies located in a selected area will be affected.
SL (single line): Affects foes that are in the line of attack

Analysis



Luna has a great destiny to fulfill, but in the short-term, she will be the group's healer. If you started with the Silver Darts (a bonus item from playing the demo), she will be a great attacker as well. For the most part, Luna will cure and heal her friends when necessary. Have her cast Cascade Song on Alex to power up his attacks for each boss fight. When dealing with regular monsters, have her attack unless someone requires immediate attention. While she may not do a ton of damage, the damage she does inflict will add up over time. The best equipment for her is anything that raises Wisdom and prevents status or elemental damage. As a primary healer, she needs to be able to cast magic spells to support her team.

Ramus Pharmain

Stats

Age: 17
Height: 5'7"
Weight: 183 lb
Hometown: Burg

Bio

Ramus is the lazy son of the village chief of Burg and is a particularly bad influence on Alex. Dissatisfied with the country life, his dream is to head to the big city and make himself filthy rich. This is probably in part due to the fact that he is not well liked in the village because of his reputation for scamming many of the residents with get-rich-quick schemes.

Experience Chart

Stats	1	10	20	30	40	50
HP	42	82	85	85	85	85
MP	0	0	0	0	0	0
Attack	30	30	30	30	30	30
Defense	20	20	20	20	20	20
Agility	14	14	14	14	14	14
Wisdom	18	18	18	18	18	18
Resistance	23	23	23	23	23	23
Range	10	10	11	12	13	14
Luck	24	24	24	24	24	24
# of ATKs	1	1	1	1	1	1

Analysis

Ramus is more of a businessman (or should that be *con man*) than a fighter. Early on, he will be able to do as much damage as Alex, but his potential is very limited. He is adept at small swords and projectiles. Upgrade his weapons every chance you get to give Alex some support while Alex is relatively weak. Ramus provides valuable assistance to Alex when fighting monsters, but he is very ineffective against bosses. He has no skills or magic, so the amount of damage he does to a boss is very minor.

Unfortunately for him, his role in boss fights is to serve as a distraction for the boss's attacks so Alex doesn't get hit. Later in the game, he will help the party outside of combat, so don't be too hard on the guy.

Characters

Nash Rumack

Stats

Age: 17
Height: 5'8"
Weight: 126 lb
Hometown: Unknown

Bio

Nash is a cocky young magician who endlessly boasts of his elite status as a member of the Magic Guild of Vane. He thinks highly of his position and constantly puts down others despite his lack of malicious intent. In reality, he lacks the confidence to look others directly in the eye, especially Mia, who he persistently tries to impress so that she will see him as something more than a fellow Guild member.

Experience Chart

Stats	1	10	20	30	40	50
HP	20	60	102	144	190	230
MP	34	6	97	131	182	230
Attack	13	27	42	57	72	87
Defense	16	26	38	50	61	73
Agility	26	40	54	68	82	96
Wisdom	23	39	57	75	93	111
Resistance	25	39	54	20	92	115
Range	10	10	11	12	13	14
Luck	9	9	9	9	9	9
# of ATKs	1	1	1	1	1	1

Characters

Skills/Magic

Skill/Magic	Effect	Attribute	MP	Description	Learned
Thunderbolt	1E	Lightning	15	Strike with lightning	Level 34
Riot	EZ	Lightning	6	Area lightning attack	Start of game
Electroshower	AE	Lightning	18	Fierce lightning attack that hits all enemies	Level 23
Spark Ball	EZ	Stun	10	Paralyze enemies	Level 18
Sleep	EZ	Sleep	7	Puts enemies to sleep	Level 12
Confusion	EZ	Muddle	6	Confuse a group of enemies	Start of game
Enclose	EZ	Seal	8	Seals enemies from performing magic	Level 15
Stone	EZ	Stone	9	Petrifies enemies so they can't act	Level 20
Thunder Rain	AE	Lightning	Arts	Relentless shower of lightning	Level 1
Spark Wave	AE	Stun	Arts	Paralyze all foes	Requires Guild Emblem

Effect Legend

1A (one ally): Affects only the selected ally
1E (one enemy): Affects only the selected monster
AA (all allies): Affects all of the allies in the party
AE (all enemies): Affects every enemy on the screen
AZ (ally zone): Affects only the allies who are in a selected area
EZ (enemy zone): Enemies located in a selected area will be affected.
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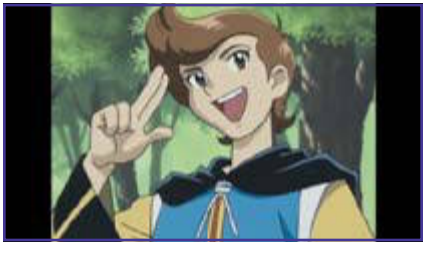


An arrogant boy with a lot of self-esteem issues, Nash is the master of lightning. Most of his magic spells are lightning based, which is a great thing if the enemies are weak against it. However, many bosses and monsters have a very high magical resistance, so his lightning magic can end up being ineffective at times. Still, his magic spells like Riot and Electroshower are great for groups of enemies. Even if foes don't take a lot of damage, Nash can weaken the whole group for Kyle or Alex to finish off. It is important to have Nash cast his magic as soon as possible so that the other members of the party can finish off the enemies. Because of this, equip him with accessories that raise his Agility. Keep in mind that Nash has a lot of other magic spells that affect status, but he is most useful when dealing direct damage to a group or when hitting a boss with Thunderbolt.

Mia Ausa

Stats

Age: 16
Height: 5'4"
Weight: 99 lb
Hometown: Vane—Magic Guild

Bio

Mia is the only child of Lemia Ausa, the current leader of the Magic Guild of Vane. Although a promising successor to her mother's stead, she lacks confidence and worries about living up to her famous parent's legacy. Due to these onerous circumstances, she often has a skittish aura about her.

Experience Chart

Stats	1	10	20	30	40	50
HP	17	55	96	137	179	219
MP	38	92	153	213	272	333
Attack	13	25	38	51	64	77
Defense	14	26	38	51	63	76
Agility	12	24	36	49	61	74
Wisdom	27	45	65	85	106	127
Resistance	25	40	58	76	94	112
Range	8	9	10	11	12	14
Luck	14	14	14	14	14	14
# of ATKs	1	1	1	1	2	1

Characters

Skills/Magic

Skill/Magic	Effect	Attribute	MP	Description	Learned
Flame Blast	1E	Fire	13	Fireball attack	Level 24
Flame Circle	EZ	Fire	7	Fire damage to a group of enemies	Start of game
Inferno	AE	Fire	30	Searing firestorm that burns all foes	Level 35
Endow Weapon	1A		11	Strength increase for ally	Level 27
Freeze Burst	1E	Ice	5	Exploding ice ball	Start of game
Ice Geyser	EZ	Ice	15	Erupting ice pillar	Level 21
Blizzard	AE	Ice	10	Ice damage to all foes	Level 15
Endow Shield	1A		11	Raises one ally's defense	Start of game
Mist Barrier	AA		Arts	Protects allies from damage	Start of game
Double Spell	AE		Arts	Fire and ice assault on all enemies	Requires Master Ribbon

Effect Legend

1A (one ally): Affects only the selected ally
AA (all allies): Affects all of the allies in the party
AZ (ally zone): Affects only the allies who are in a selected area
OS (oneself): Affects only the person casting the magic spell
1E (one enemy): Affects only the selected monster
AE (all enemies): Affects every enemy on the screen
EZ (enemy zone): Enemies located in a selected area will be affected.
SL (single line): Affects foes that are in the line of attack

Analysis

This meek-looking girl is the most powerful spell-caster in your party—well, maybe except for a few of Alex's dragon spells. Mia is a master of fire and ice magic, and she has several single- and group-damaging magic spells. However, like Nash, some enemies and bosses are resistant to her magic. On the other hand, there are plenty of foes that are weak to fire or ice, and she can be a huge defense in those fights.

Her advanced magic spells like Inferno and Ice Geyser deal a great amount of damage, even to resistant foes. What makes her such a great character is that she has awesome offensive magic, and she can provide defense with her Mist Barrier Arts move. This magic spell can make a significant difference when fighting bosses that deal high damage. Speaking of damage, use Mia's Endow Weapon on Alex and Kyle to boost their attacks. They can already raise their own stats, but this is the icing on the cake. To make the most of her ability, boost her Agility so she is one of the first characters to take their turn in battle. After one of her powerful magic spells, the rest of the team might be able to clean up before the monsters get a chance to act.

Jessica Alkirk

Stats

Age: 16
Height: 5'8"
Weight: 108 lb
Hometown: Vane—Magic Guild

Bio

Jessica is the only child and daughter of former hero "Hell Mel," governor of Meribia. While a priestess-in-training at Althena's Shrine, she maintains her rebellious nature by taking unauthorized "trips" from her studies to adventure on the side. She is quick to express her emotions and never lets anything get her down for long. Though clearly the type to kick ass and take names later, whenever she is around her father, she pretends to be the refined young lady she believes he wants her to be. Once she has attained adulthood, her name will become "Jessica de Alkirk," and she will be recognized as a full-fledged member of the Alkirk household.

Experience Chart

Stats	1	10	20	30	40	50
HP	24	60	105	150	194	238
MP	29	62	100	138	176	214
Attack	23	42	59	74	89	106
Defense	14	27	41	55	69	83
Agility	18	34	48	61	75	88
Wisdom	19	35	51	68	84	101
Resistance	20	32	45	59	72	85
Range	12	12	13	14	15	16
Luck	15	15	15	15	15	15
# of ATKs	1	1	1	2	2	2

Characters

Skills/Magic

Skill/Magic	Effect	Attribute	MP	Description	Learned
Heal Litany	1A		4	Restores HP to one ally	Start of game
Purity Litany	1A		4	Cures abnormal status effects	Level 14
Calm Litany	AA		15	Restores HP for the entire party	Level 16
Divine Litany	AA		12	Restores HP at the start of every turn for the entire party	Level 25
Charity Litany	1A		10	Heals all HP for one ally	Level 31
Miracle Litany	1A		20	Revives one fallen ally	Level 35
Banish Litany	1E		6	Forces one enemy to flee from battle	Level 27
Return Litany	AA		1	Return to the entrance of a dungeon	Start of game
Ire Sledge	1E		Arts	Hammer attack that does high damage	Start of game
Judgment Litany	AE		Arts	Instant death to all enemies	Requires Althena Doll

Effect Legend

1A (one ally): Affects only the selected ally
AA (all allies): Affects all of the allies in the party
AZ (ally zone): Affects only the allies who are in a selected area
OS (oneself): Affects only the person casting the magic spell
1E (one enemy): Affects only the selected monster
AE (all enemies): Affects every enemy on the screen
EZ (enemy zone): Enemies located in a selected area will be affected.
SL (single line): Affects foes that are in the line of attack

Analysis

Jessica is a great mixture of healer and brawler. She has relatively high Strength and enough attacks per round that she could be considered a fighter. However, her main function is to support the party by healing and curing. She has numerous healing magic spells at her disposal, and in long battles, Divine Litany is priceless. Use this magic spell at the start of every boss fight to regain health every turn. This should free up Jessica to attack or take care of any status or health issues.

She is literally a lifesaver, since she can revive a fallen friend and keep everyone alive with her magic. Therefore, equip her with items that prevent status effects so she is always able to help her friends. Most of her magic spells are curative in nature, but she can help get rid of one enemy with Banish Litany. Use this on any monster that consistently causes your team problems. In boss battles, she will be chiefly responsible for restoring health, but when her Arts gauge is full, use her Ire Sledge to do a ton of damage.

Kyle

Stats

Age: 20
Height: 5'11"
Weight: 165 lbs
Hometown: Nanza Barrier

Bio

Kyle is a brigand who has made the Nanza Barrier his base of operation. Although a feared figure among city folk, he works as an escort for travelers and is highly trusted by his men. Well aware of his strength and good looks, he believes himself to be quite the specimen of a man and tends to view anything pretty, female and breathing, as a target for his affections. When it comes to wine and women, he loves them both like no other, and regardless of the situation, he almost always has his two cents to throw in. His only weakness is his childhood friend Jessica.

Experience Chart

Stats	1	10	20	30	40	50
HP	35	75	122	172	221	272
MP	20	37	55	74	93	111
Attack	25	43	63	83	103	123
Defense	13	27	42	57	72	87
Agility	23	33	44	55	66	77
Wisdom	21	33	46	59	72	85
Resistance	13	22	32	43	53	63
Range	15	15	16	16	17	17
Luck	16	16	16	16	16	16
# of ATKs	2	2	2	2	3	3

Characters

Skills/Magic

Skill/Magic	Effect	Attribute	MP	Description	Learned
Power Slash	1E		6	Fierce arching slash	Start of game
Power Sweep	AZ		9	Powerful side swipe	Start of game
Sonic Riser	SL		14	Energy wave attack	Start of game
Power Up	OS		8	Increase Kyle's strength	Start of game
Shine Blade	1E		Arts	Extreme damage to one enemy	Start of game
Break Dive	1E		Arts	Desperate offensive attack	Requires Brigand Medal

Effect Legend

1A (one ally): Affects only the selected ally
AA (all allies): Affects all of the allies in the party
AZ (ally zone): Affects only the allies who are in a selected area
OS (oneself): Affects only the person casting the magic spell
1E (one enemy): Affects only the selected monster
AE (all enemies): Affects every enemy on the screen
EZ (enemy zone): Enemies located in a selected area will be affected.
SL (single line): Affects foes that are in the line of attack

Analysis

Kyle is a loudmouthed tough guy with a good heart. Fortunately, he is not all talk and can match or exceed Alex's attacks. Give him any items to boost his attack power and let him cut loose. Along with Alex, Kyle will be one of the most consistent damage-dealing characters. With multiple attacks per round from his powerful swords, he can take out most monsters himself. During boss fights, he should use Power Up to increase his attack. Every round after that, he should attack with Power Slash to inflict lots of damage. He and Alex will usually bear the responsibility of damaging the bosses. Keep him alive at all costs or you will have a very tough time during boss fights.

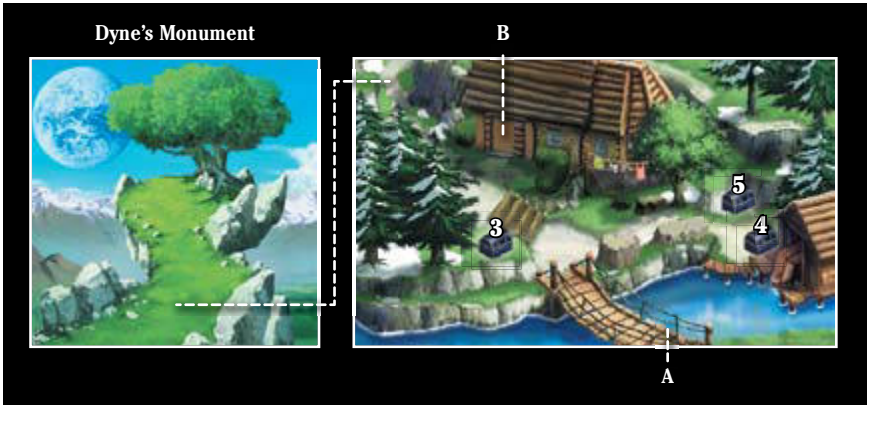
Prologue

This is a playable prologue, designed to creatively give you a history lesson while allowing you to participate in an epic battle. You will have to win two battles, but don't be alarmed, since you really can't lose. Your character won't approach this legendary status for a long time, so try out all the powerful magic spells at your disposal and soak up the story!

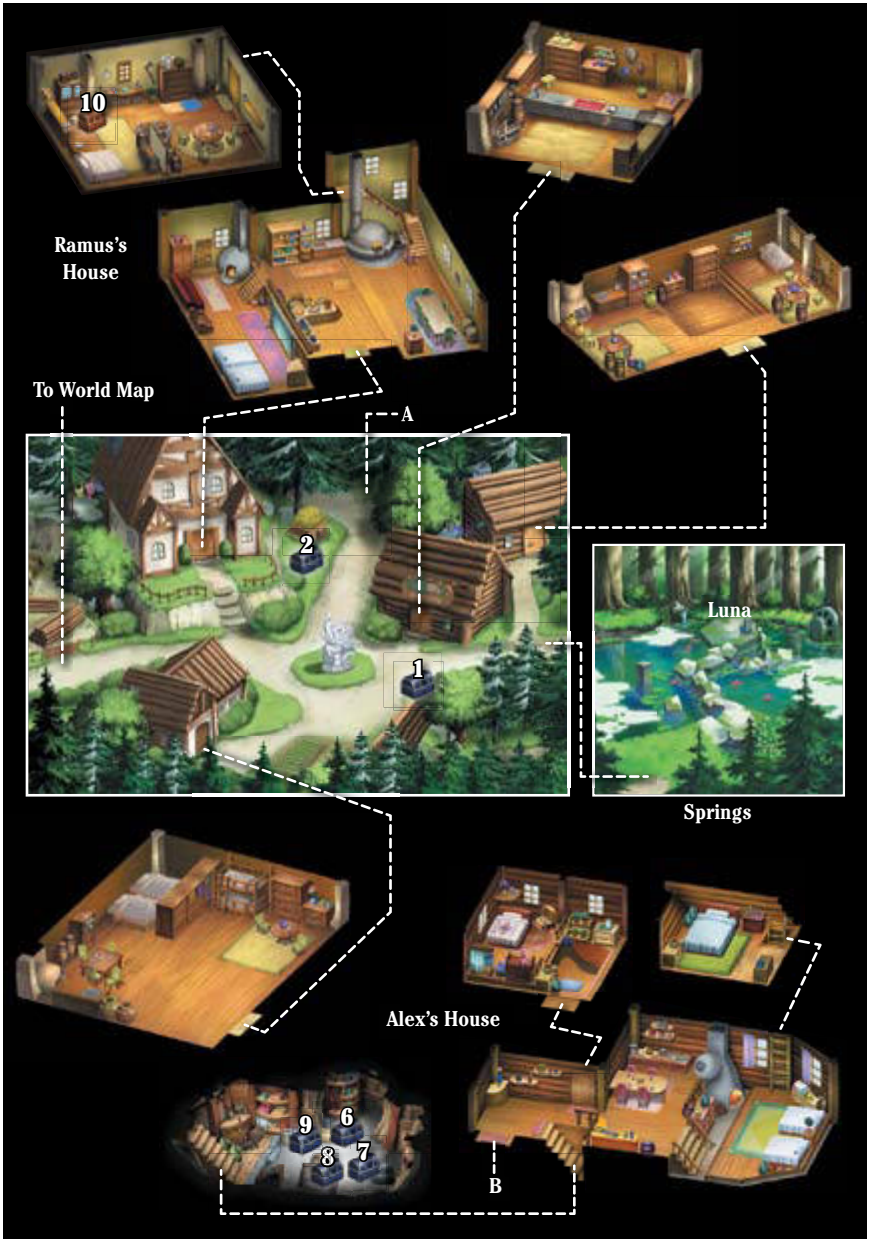
Burg

Treasure Chests

Number	Contents	Notes
1	Healing Herb	—
2	Healing Herb	—
3	Healing Herb	—
4	Antidote	—
5	Antidote	—
6	Angel's Tear	Obtainable after receiving permission to go to the White Dragon Cave
7	Star Light	Obtainable after receiving permission to go to the White Dragon Cave
8	Healing Herb	Obtainable after receiving permission to go to the White Dragon Cave
9	Warp Wing	Obtainable after receiving permission to go to the White Dragon Cave
10	Stew Pot Lid	Locked red chest



Walkthrough: Honmel Island

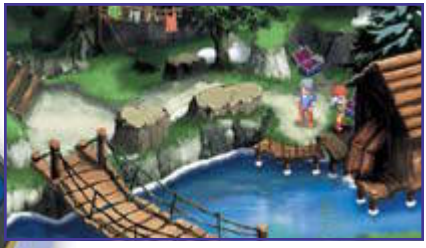


Meet Luna at the Springs

You start the game as Alex, a boy who dreams about being a Dragonmaster like his hero, Dyne. Once you are done admiring the monument dedicated to Dyne, your loyal companion Nall will drop in and remind you of a previous commitment. You are supposed to meet Luna and help her practice the song for the Goddess Festival, and you are already running late.

Before you can set off, your pal Ramus will tempt you with a diversion to the White Dragon Cave to get a Dragon Diamond. While that sounds exciting, it's not good to keep a lady waiting, so go south into town to make your way to Luna.

The first house you pass is Alex's home. Before you head inside, open the blue chest, which is obscured by a few trees, to obtain a **Healing Herb**.



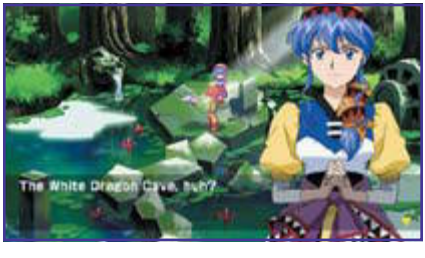
Continue east of the house to find two more chests. Each holds an **Antidote**. You can stop inside your house to chat with your parents, but remember that you are already late. Instead, cross the bridge, heading south, and enter the town.

Walkthrough: Honmel Island

Open the chest to receive a **Healing Herb**. In the center of town, take note of the statue of Althena. Using this statue (go to the base of the statue and press the ✕ button) will restore all hit points (HP) and magic points (MP), so return here whenever you need to. There are many more of these statues throughout the game, so keep an eye out for them.

NOTE

In Ramus's bedroom is a red chest. Remember this for later, when you can unlock it.



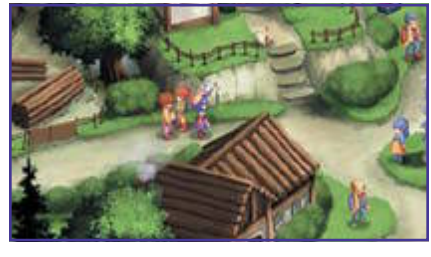
To the east is a chest that holds a **Healing Herb**. Talk to all the people in town if you like, and exit east to the Springs to meet up with Luna. Unfortunately, Nall mentions your plan to find the Dragon Diamond, and Luna will insist on joining you and Ramus.

Luna will also demand that you tell your parents where you are going, so head back to town and go north to your house.

Go to the White Dragon Cave

Talk to your father to receive a **Knife** for Alex, a **Sling** for Luna, and a **Flame Ring**.

You can explore the house and talk to your mother, but your father mentioned some items in the basement that will come in handy. Walk down the stairs next to the entrance to find four chests that contain a **Warp Wing**, a **Star Light**, a **Healing Herb**, and an **Angel's Tear**.

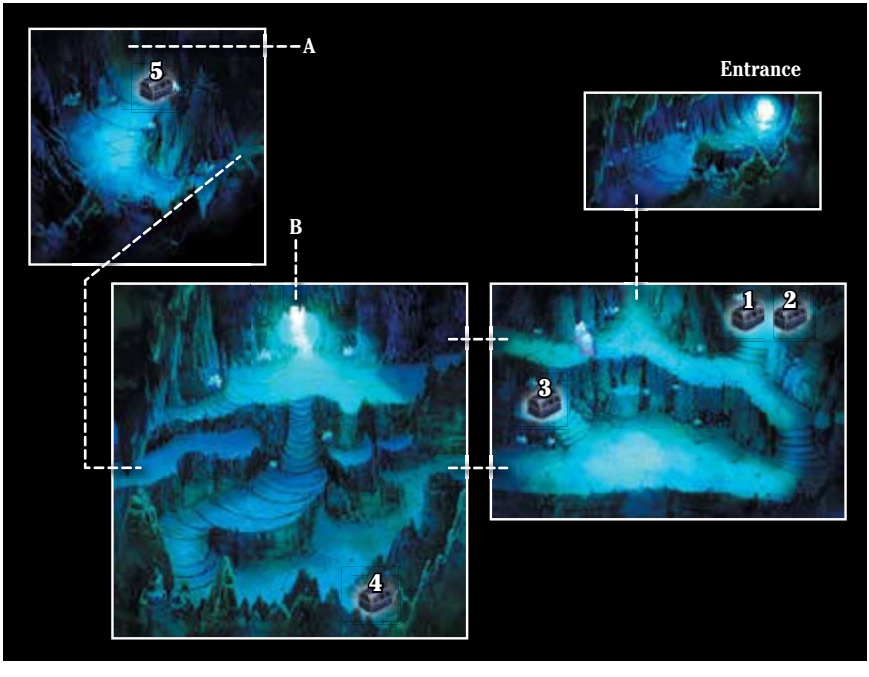


Equip your new items and then head back into town. To the west of the Althena statue is a path that exits to the world map. Ramus is waiting for you on this route. After you talk to him, you can continue to the world map or stop by the shop. The upcoming dungeon is not very tough, but if you want an edge, you can sell the Star Light and upgrade your gear.

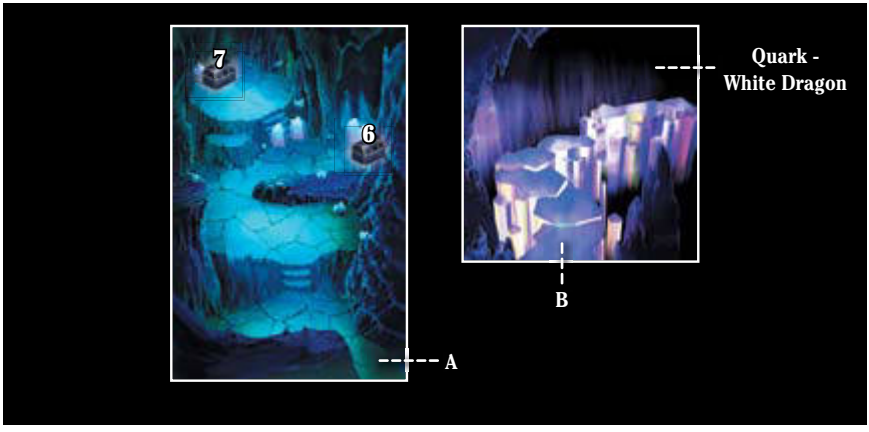
White Dragon Cave

Treasure Chests		
Number	**Contents**	**Notes**
1	Healing Herb	—
2	Healing Herb	—
3	Healing Herb	—
4	Healing Herb	—
5	Star Light	Lead the Snowsquatch to destroy the ice pillar
6	500s	Lead the Snowsquatch to destroy the ice pillar
7	Dragon Ring	Lead the Snowsquatch to destroy the ice pillar

Monster Stats				
Monster	**HP**	**EXP**	**Silver**	**Item Drops**
Snowsquatch	52	8	25	Healing Herb
Slime	15	1	7	Healing Herb
Death Fly	15	2	8	Healing Herb
Ice Comet	20	3	20	Healing Herb



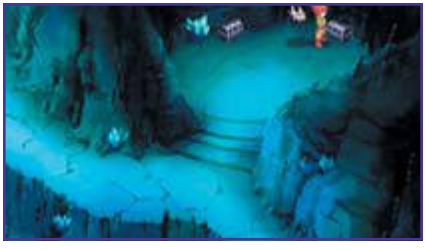
Walkthrough: Honmel Island



Find the White Dragon

Before you explore, you will need to note an important aspect of this dungeon. After you use the Flame Ring and enter the main cavern, you will notice two ice pillars next to a Snowsquatch. These furry foes will chase you when you approach them. You can lure them into running right into the ice pillars, shattering these structures. Try this out by approaching the two pillars to the west. Hide behind each pillar and then lure the beast into them.

The Snowsquatch is the toughest creature in this dungeon, and its physical attack does nearly three times the damage of its ice attack. Focus your entire party on taking it down before it can do any serious damage. If they are causing you trouble, use Alex's Sword Dance to drop them quickly.



Once the pillars are gone, you will have created a shortcut for later. For now, go the opposite way, to the east. Climb up a few stairs to find a circular alcove with two chests that both contain **Healing Herbs**.

TIP

Before you get into heavy fighting, you should adjust your formation so that Ramus is up front alongside Alex. Early on, he doesn't move very far, and he would waste an attack round in the back row.

Continue south, down some stairs past a Death Fly. The Death Flies and Slime do little damage and make great target practice early on. Take them out to easily level up. Run west past two Slimes and up a ramp to a platform that contains a chest with a **Healing Herbs**. Try to avoid the nearby Snowsquatch if you aren't healthy. Go back down to the lower level and exit to the west.

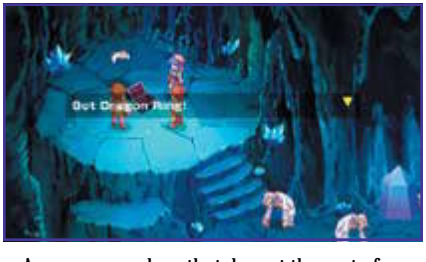
Head south past an Ice Comet and Death Fly to find a chest with a **Healing Herb**. Ice Comets are usually in packs with Death Flies, and they are the more dangerous foes. Take them out first and then swat the flies after you destroy the Ice Comets.

Continue on this path to the west. Follow it north and through a glowing doorway. In this next room, you will meet the White Dragon, Quark. Luckily, you won't have to fight the creature. Instead, he will completely restore your HP and MP. However, to receive the Dragon Diamond, you will need to complete his dragon trial. This consists of finding the Dragon Ring and returning it. Once you are healed, exit to the main cave and go west on the path that is now accessible.

Walkthrough: Honmel Island

Dragon Trial—The Dragon Ring

The next section is littered with Snowsquatches. If they are causing you a lot of trouble, you can flee from battle and dash north past most of them. However, there is a chest hidden behind three ice pillars; you must lure one of the beasts into smashing it. Try to get the monster closest to the target to smash the center pillar. It's important to note that you can flee from battle if you need to, and the pillar will still be destroyed: If you try to lure the monster and it touches you, you will have to fight it, but you can run from combat and it will still shatter the pillar. With the obstruction gone, collect the **Star Light** and run north.

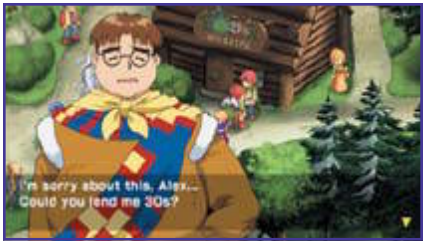


As you proceed north, take out the rest of the Snowsquatches if you wish, but be sure to leave one in the far northeast to help destroy the ice barriers. Lure it to the northeast edge and remove the ice to find a hidden chest with **500s**. Flee from battle and lure it to the east to remove the ice at the bottom of the stairs. When the pillars are gone, ascend to the plateau and open the chest to get the **Dragon Ring**.

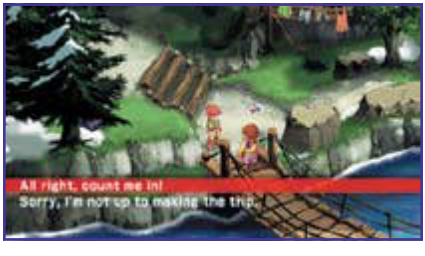
Return to Quark and give him the ring. The wise dragon will tell you to return after you complete his brothers' trials. Exit the dragon's lair, and go east using the shortcut you created earlier. Go north to leave the cave. At the world map, select "Burg" to return home.

Burg Revisited

Try to Sell the Diamond



Once you are back at Burg, use Althena's statue to heal. Northeast of the statue is the store. Before you enter the shop, talk to the boy standing to the right of the door. Apparently, Ramus tried to pull a fast one, and the boy wants his money back. Give Ramus the 30s to pay his debt. Enter the shop to sell the diamond. Unfortunately, they can't handle the expensive gem, and you must travel to Meribia.



Attempt to return to your house. Once you cross the bridge, it's time for a little man-to-man chat with Ramus. Choose the top dialogue option to agree to travel to Meribia.

Exit to the west. On the world map, select "Ghoto Woods" to head to the port of Saith, which will take you to Meribia. However, Ramus is having second thoughts, so go back to Burg.

When you're back at Burg, go to your house and enter Luna's bedroom to talk to her. Speak with your parents as well, and when your mother questions you, choose the second dialogue option to get **1,000s**. Return to Luna to invite her on the journey; then speak with your father to end the night.

In the morning, talk to Ramus and go to the shop to upgrade. Alex needs the Short Sword, Luna could use the Poison Darts, and everyone could use some armor. After your purchases, go to the Ghoto Woods for real this time.

Burg Shop	
Item	**Price**
Short Sword	200
Poison Darts	180
Traveler Attire	140
Iron Armlet	60
Wooden Shield	100
Healing Herb	40
Antidote	20
Cleaning Water	60

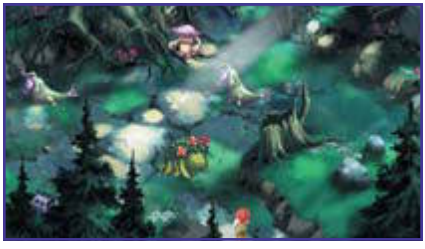
Walkthrough: Honmel Island

Ghoto Woods

Treasure Chests		
Number	**Contents**	**Notes**
1	Healing Herb	—
2	Antidote	—
3	Antidote	—
4	Antidote	—
5	Antidote	—
6	Wrath Ring	Locked red chest

Monster Stats				
Monster	**HP**	**EXP**	**Silver**	**Item Drops**
Flytrapper	30	4	10	Healing Herb
Gorgon Ghidra	42	10	45	Antidote, Healing Herb
Goblin	46	7	21	Antidote, Healing Herb
Scythe Spore	36	3	25	Healing Herb

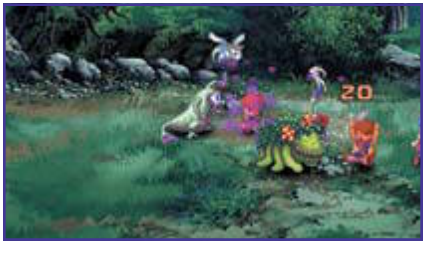
Explore the Forest



Open the chest in front of you to get a **Healing Herb**, and access the one to the west for an **Antidote**. Continue west to an area full of monsters and two chests that hold **Antidotes**.

TIP

If your characters get poisoned, have Luna cast Purity Song. However, if you are near the end of the fight, Nall will cure them when the battle is over. This can save a lot of magic in the long run.



The Flytrappers in this area aren't a great threat; you can take them down with regular attacks. If the Gorgon Ghidra is with them, focus all your efforts on the Gorgon. Gorgons have a puke attack that can poison you and leave you in a bad position. Even worse, their melee attack does a ton of damage. Use Alex's Sword Dance to get rid of them quickly.

The other enemies to contend with are Goblins and Scythe Spores. As you might imagine, the spores will try to poison you, but they also deal decent damage up close. Have Luna heal

and cure your fighters as you focus on reducing their numbers. If they are joined by a Goblin, you should team up to remove the Goblin first.

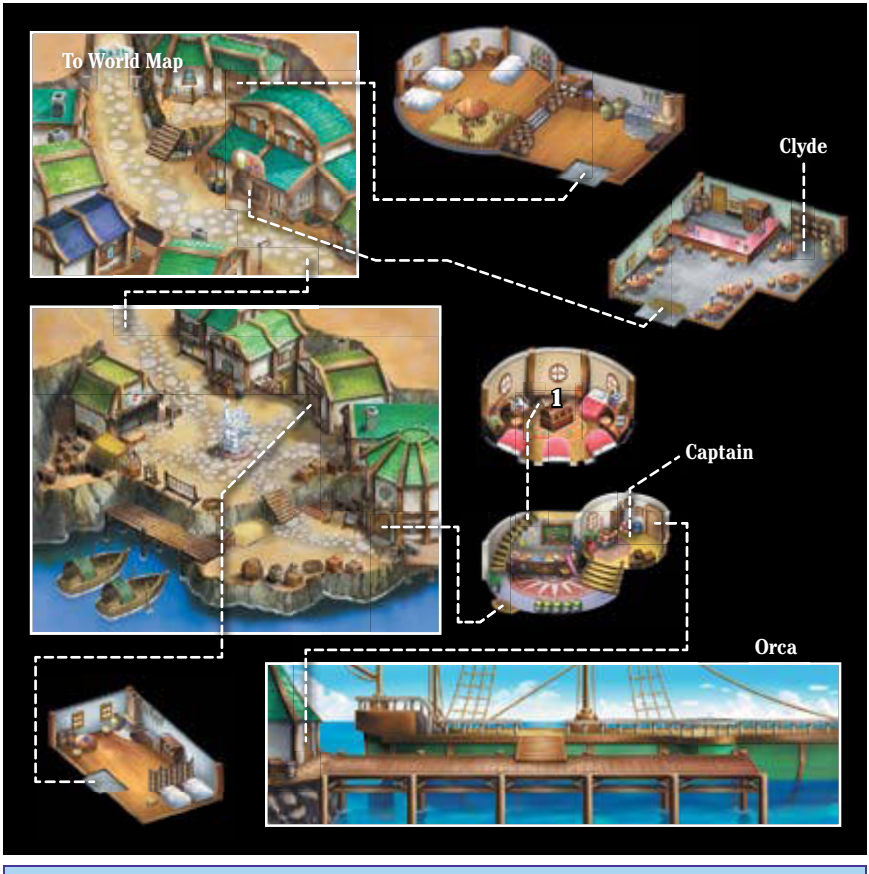
Heal your party and exit north, right into an ambush. A kind gentleman named Laike offers some assistance. If you want a real challenge, you can decline. There are three battles in a row that you must fight, but the stranger will offer his help after each one. Once you accept his aid, he will join your party, make quick work of the monsters, and then end the battle.

The reason to refuse his aid is simple: to get more experience and silver from all three fights. If you plan to do battle without his help, make sure Luna is at Level 7. Use her Slumber Song to knock out most enemies and then pick them off one at a time. Also, Alex's Zephyr Blade will take down the entire group. On the third round, accept Laike's help, since that is the end of the series of battles anyway.

Go west and open the blue chest to collect an **Antidote**. You can't open the red chest yet, so continue west, past the Gorgon Ghidra, to the world map. Your next destination is south, to Saith.

Walkthrough: Honmel Island

Saith

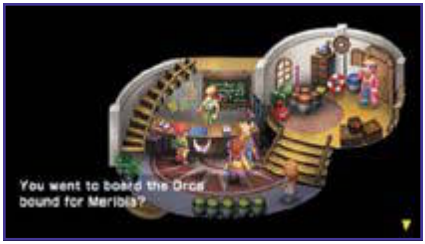


Treasure Chests		
Number	Contents	Notes
1	Protection Ring	Locked red chest

Find Passage to Meribia

In the first area, there is a tavern to explore and several people to chat with, but your main priority is reaching the ship, so continue southeast to the pier. The next area has a statue of Althena; use it to heal. The shop is to the northwest. If you have the funds, upgrade your gear to the Long Sword and Leather Armor.

Saith Shop	
Item	**Price**
Long Sword	360
Light Bow	320
Leather Clothes	200
Leather Armor	260
Healing Herb	40
Antidote	20

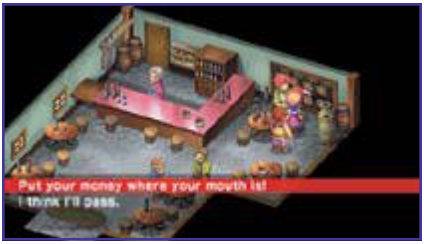


Descend a few stairs and enter the dock house on the lowest level. Talk to the harbormaster behind the counter to try to book passage on the *Orca.*

NOTE

Upstairs is a red chest, but you still can't open it.

The harbormaster will direct you to the captain across the room. After chatting with the captain, speak with the harbormaster again. He will inform you that the captain needs the Sea Chart that he lost to Clyde in a game of chance. Go to the tavern to the northwest and look for Clyde.



You will find Clyde to the left of the bar. Talk to him and tell him to put his money where his mouth is. Play the coin-toss game twice, and you will lose both times. Ramus will notice the gambler is cheating, but he knows how to deal with him. Talk to Clyde once more, and Ramus will teach him a lesson. You will receive your 200s back, along with a **Fortune Staff**. The staff is a great weapon for Luna, so use it while you can. However, the map you need was traded to the Old Hag. Exit the town to the north. At the world map, select the Old Hag's Forest.

Walkthrough: Honmel Island

Old Hag's Forest

Treasure Chests		
Number	**Contents**	**Notes**
1	Healing Herb	—
2	Star Light	—
3	Healing Herb	—
4	800s	—
5	Healing Herb	—
6	Silver Light	Locked red chest
7	Killer Fly (3)	Booby-trapped
8	Killer Fly (3)	Booby-trapped
9	Killer Fly (3)	Booby-trapped
10	Killer Fly (3)	Booby-trapped
11	Killer Fly (3)	Booby-trapped

Monster Stats				
Monster	**HP**	**EXP**	**Silver**	**Item Drops**
Killer Flies	22	4	32	Healing Herb
Killer Ants	22	5	16	Healing Herb
Mantle Rapper	29	4	20	Healing Herb
Wasp	38	12	56	Healing Herb

Visit the Old Hag

TIP

You can defeat most of the monsters in this section with basic attacks. Use the Tactics menu to quickly command the entire party to physically attack.

The first chest you encounter is booby-trapped! Several Killer Flies will spring out and attack you. However, these enemies are more of a nuisance and don't do a lot of damage. Don't waste any magic—simply attack. To the east is a partially hidden chest that is also booby-trapped. Swat the flies and open the last chest to the north. It contains a Healing Herb. This chest is surrounded by Killer Ants, but much like the flies, they don't pose a real threat.

When you attempt to go north, you will encounter a Wasp. This is a lot tougher than the other bugs so far. Attack the Wasp first and clean up the rest of the buzzing bugs. Alex should have two attacks now, so you can handle a decent swarm with melee attacks.

To the north is a chest containing a **Healing Herb**. Lurking around this chest are Mantle Rappers. Their sting attack is relatively harmless, but they can slap you for a bit of damage. Still, there's no need to waste any magic on them. Simply rely on basic attacks. Due east is a booby-trapped chest, but open it to get the experience. Head south to a mound near some ants to reach the chest containing a **Star Light**. This section is complete, so go northeast.

Walkthrough: Honmel Island

The tempting chest in the center of the area is, of course, booby-trapped. Open it for easy experience, and try your luck on the one to the north. Fortunately, this contains **800s**. Remove the swarms in this section and continue northeast.

Release the helpless prisoner from the booby trap to meet Nash. After he joins your party, enter the Old Hag's house.

NOTE

Downstairs is another red chest. Return here later to claim its prize.

Go upstairs and talk to the Old Hag. She wants a precious item from Nash, but he is hesitant to part with it. Let Luna seduce him into giving up the Waterflow Staff. In exchange for Nash's staff, you will receive the **Sea Chart**. Be sure to equip Nash with a weapon, such as the Fortune Staff, if you will be using Luna to heal. Exit the house, and backtrack along the southeast route to reach a new area.

After passing a few bugs, open the booby-trapped chest just south of you. Swat the insects, and move near the Mantle Rapper to access the chest containing a **Healing Herb**. To exit this area, work your way south to the world map. However, you might want to take advantage of the nonlethal monsters to gain experience, and practice fighting with Nash. He can hold his own with a knife or a wand, but he really excels in lightning magic. Nash's Riot spell is great for taking down groups of enemies.

Saith Revisited

Return the Chart and Set Sail

Select Saith from the world map, and go to the statue of Althena to heal your party. Stop by the shop and upgrade everyone's equipment. You might want to give Luna the Fortune Staff, since Nash will be using his magic every turn.

Return the Sea Chart to the captain in the dock house. Talk to him twice and agree to destroy the fish-chomping beast.

Boss: Saline Slimer

Boss Stats	
Recommended level	11
HP	1,101
Attack	68
Defense	11
Agility	25
Wisdom	11
Resistance	11
Range	40
EXP	150
Weakness	Lightning

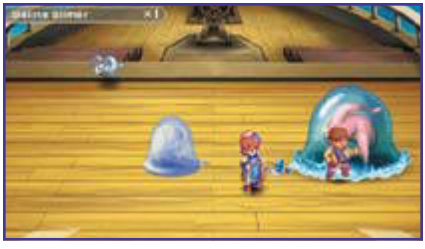
Boss Attacks	
Double Slap	Two normal attacks in a row
Jelly Breath	Series of projectiles that hurts one character
Mucus	Encases a character for several turns, preventing him or her from acting

This is not a tough battle if you plan it correctly. The primary tactic is to boost the power of both your main damage dealers, and then use their magic and skills to destroy the boss. Start the fight by having Alex use Vigor if he has it. If not, use Sword Dance on every turn.

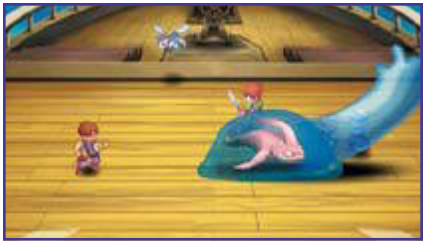
Nash should cast Riot each turn to exploit the boss's weakness to lightning.

Have Luna cast Cascade Song on Alex and then Nash. After she has aided her friends, use Luna to attack if the party is healthy or to heal when necessary. She has one other very important role: to free her friends from the mucus trap. Cast Purity Song to bring her friends back to the fight.

Walkthrough: Honmel Island



Ramus should attack every chance he gets, but he simply does not put out the same damage as the other boys. His main role is to use items to support the team, especially if Luna gets caught in the mucus trap. Your characters can't dodge the projectile attack, so heal if it takes a toll.

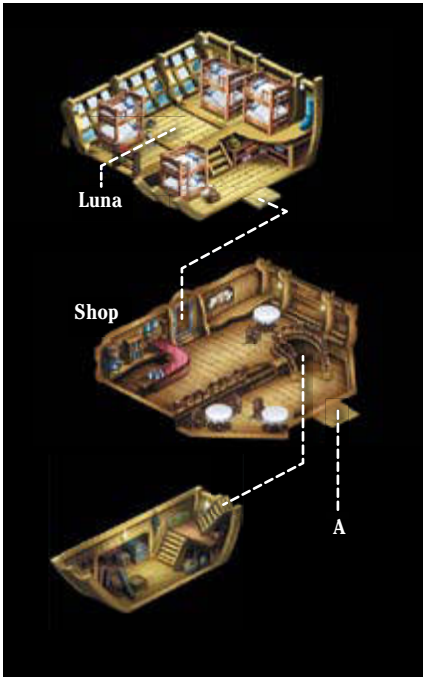


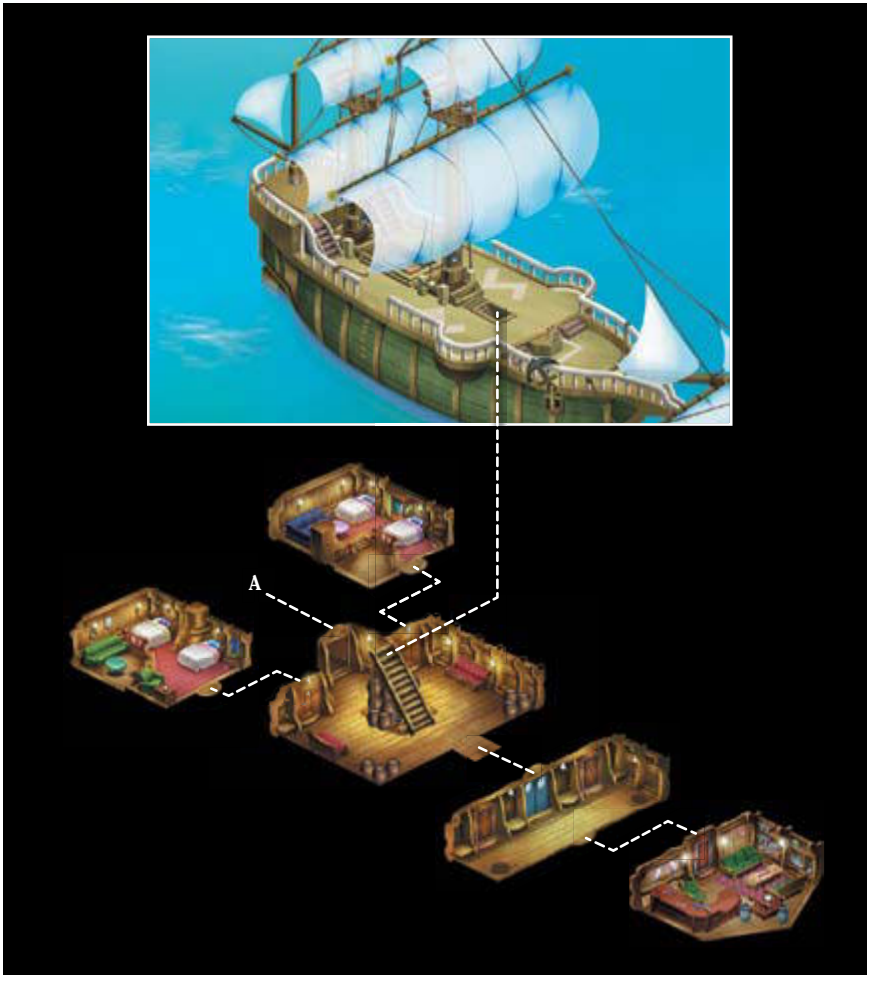
One last piece of advice is to spread out your formation. The boss's slapping attack hits twice, and you can try using Ramus to prevent one of the critical characters from taking damage—Ramus will draw the boss's attention for the attack.

Orca

Sail to Meribia

There is nothing to do topside, so go belowdecks to meet the ship's crew. Feel free to explore the entire ship, but when you are ready, go through the doorway to the northwest, behind the stairs. Talk to the shopkeeper in the back of the room. He sells two new times: The Healing Fruit, which can come in handy, and Soap, which is a rare item. These are expensive, but this is your one chance to buy the Soap, which you will use for three secrets later on. You will find several Soaps on your journey, but if you are unsure if you'll find them and have the money, buy some now. After you make your purchases, go to the last room in the ship's western end and talk to Luna. Explore the rest of the *Orca.* When you are finished, speak to Luna again to fall asleep.



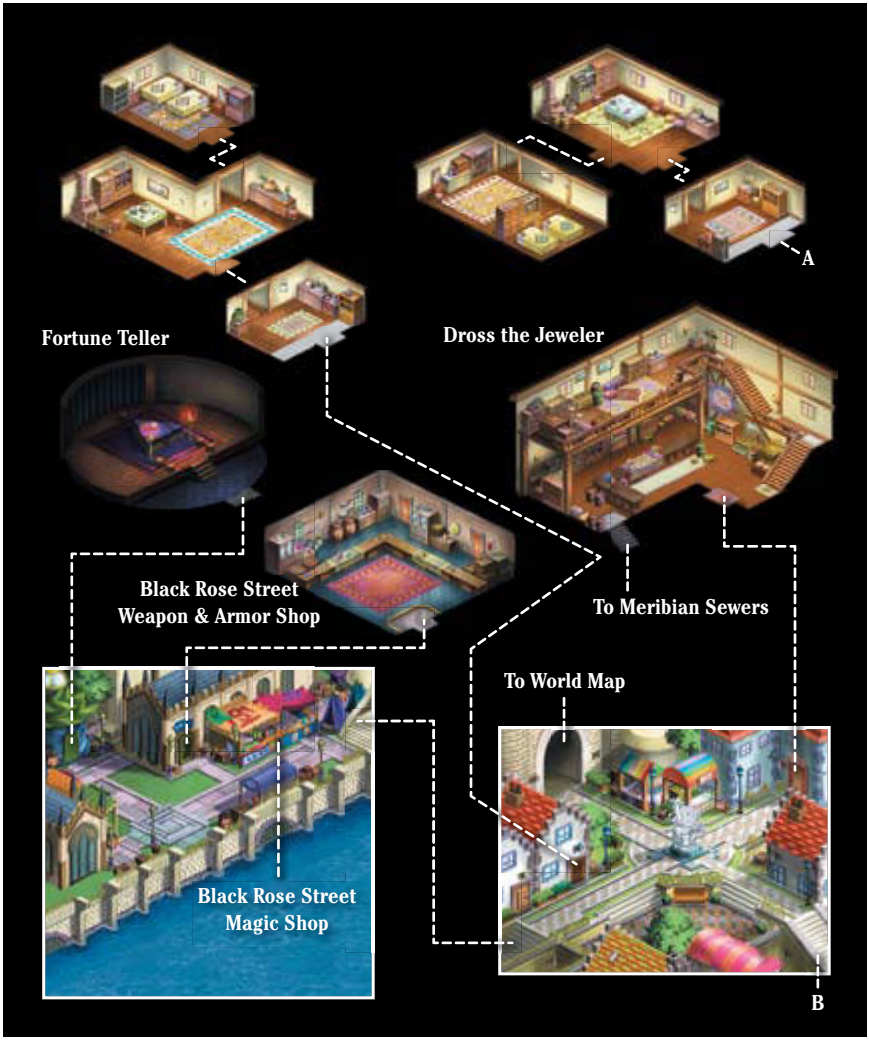


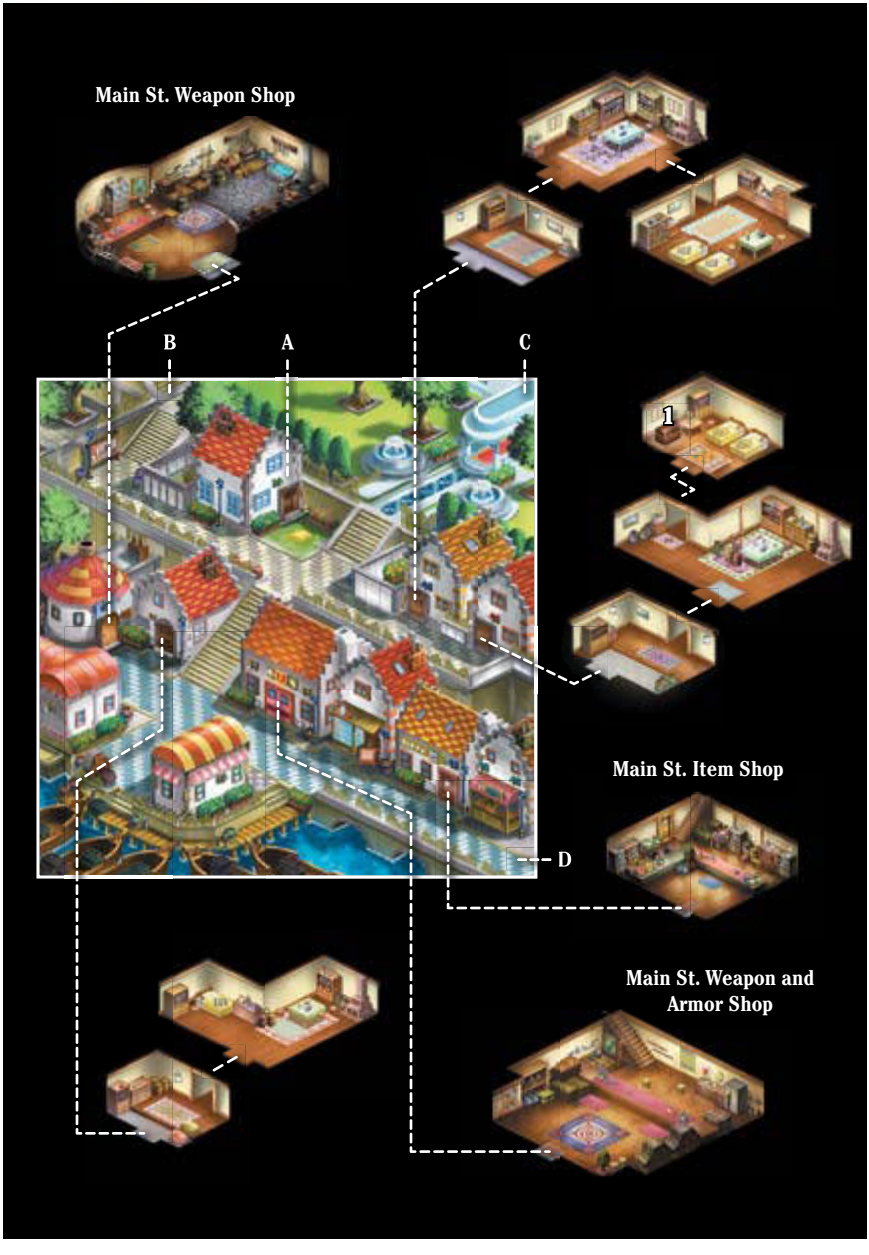
When you wake up, go to the upper deck in search of Luna, and watch the beautiful cinema! You then fall asleep again. After Luna wakes you a second time, head topside to arrive in Meribia.

Walkthrough: Katarina Continent

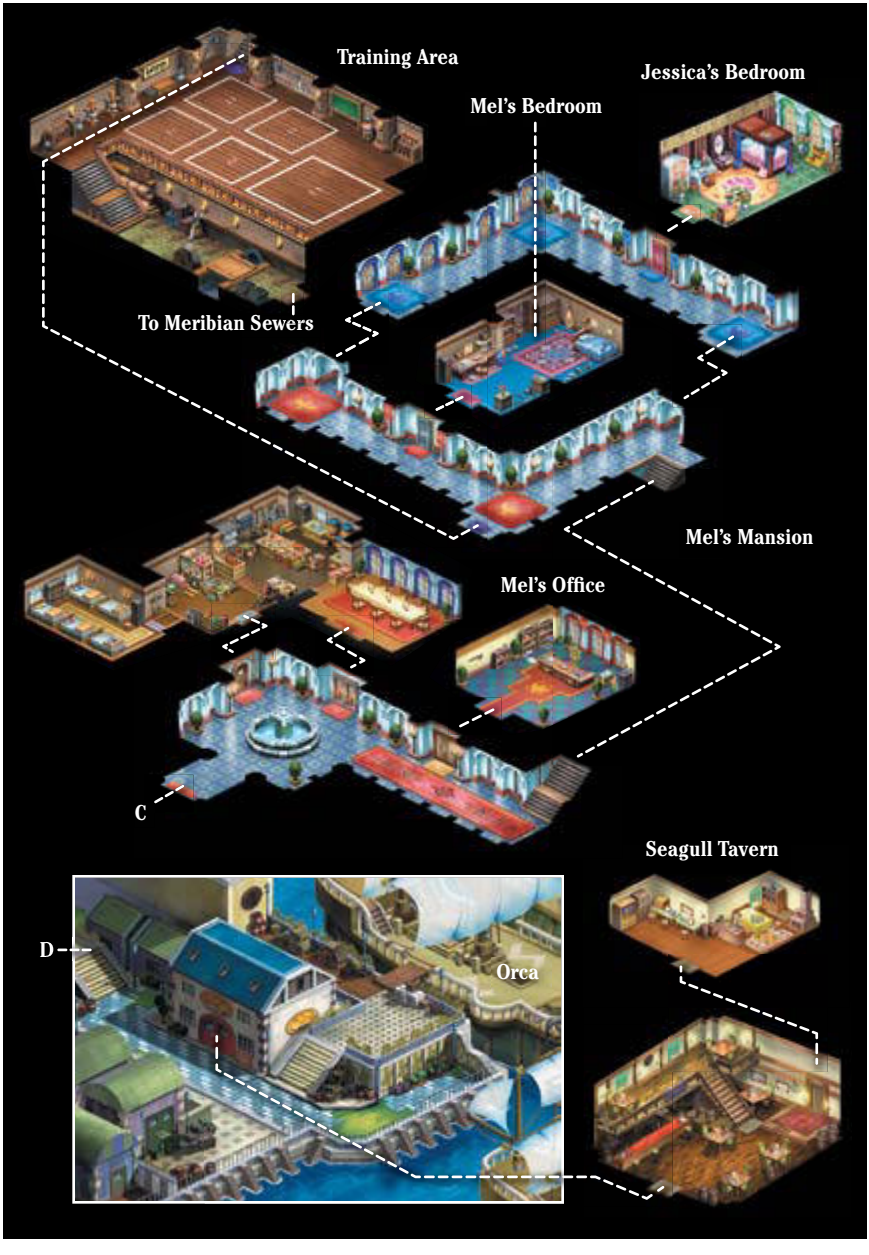
Meribia

Treasure Chests		
Number	**Contents**	**Notes**
1	2,000s	Locked red chest




Main St. Weapon Shop
B
A
C
1
D
Main St. Item Shop
Main St. Weapon and
Armor Shop

Walkthrough: Katarina Continent



Talk to Mel

This city is a lot larger than the small towns you have visited so far. We highly recommend you talk to all the people, especially the interesting folks in the pub to the south. Unlike in the little villages you've been to, there are several shops in this city, and each one specializes in weapons, items, and armor. Whenever you have the funds, check out the shops to best equip your party. Each shop carries similar equipment, but many of them have exclusive items, such as the armory on Black Rose Street. Here is a list of all shops and their inventory.

Main Street Item Shop

Item	Price
Healing Herb	40
Healing Fruit	200
Antidote	20
Cleansing Water	60
Warp Wing	100

Main Street Weapon and Armor Shop

Item	Price
Long Sword	350
Light Bow	320
Fireball Staff	1,400
Leather Armor	260
Iron Armor	480
Wooden Shield	100
Iron Shield	360
Headband	160
Iron Helmet	260

Main Street Weapon Shop

Item	Price
Short Sword	200
Long Sword	350
Broad Sword	600
Poison Darts	180
Light Bow	320
Long Bow	640

Black Rose Magic Shop

Item	Price
Healing Fruit	200
Star Light	1,000
Warp Wing	100

Black Rose Weapon and Armor Shop

Item	Price
Long Sword	360
Light Bow	320
Fireball Staff	1400
Robe	400
Silver Armlet	200
Headband	160

NOTE

A locked red treasure chest is hidden in one of the houses, and we will be back for it later in the game.

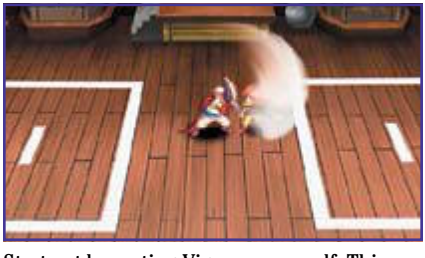
Go northwest and climb two flights of stairs to the east to reach Mel's mansion. From the fountain, go east to Mel's office and enter to speak with him. Mel is a funny guy with a great accent, but your pal Nall has put you in a sticky situation. Mel wants to see if you have

Walkthrough: Katarina Continent

what it takes to become a Dragonmaster. It doesn't matter if you lose this battle, but your pride and 100 EXP are on the line!

Mini-Boss Mel

Boss Stats	
Recommended Level	12
HP	620
EXP	100
Attack	99
Defense	32
Agility	31
Wisdom	31
Resistance	31
Range	20
Weakness	—



Start out by casting Vigor on yourself. This will allow you to hit for maximum damage each turn that you are healthy. Attack with Sword Dance every round, but keep a close watch on your health. Mel will inflict approximately 30 Damage, so use a Healing Herb if your HP gets close to that. The battle will eventually drain all your magic, but depending on your level and gear, you should be able to finish him off with a normal attack. Talk to Mel after the fight and leave the mansion.

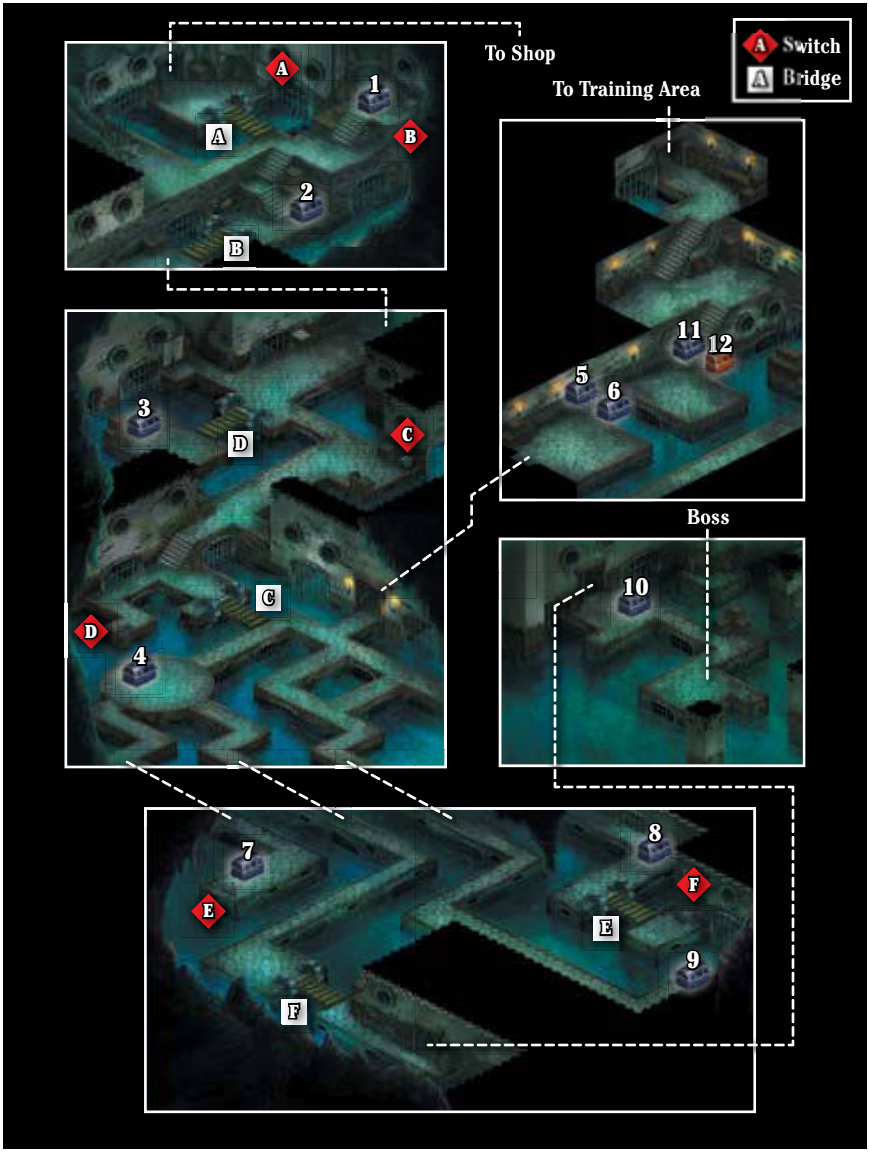
Sell the Diamond

Go down the first flight of stairs and head northwest to another set of stairs leading up. Use the Althena statue in the center of this section to heal. Travel west down the stairs to Black Rose Street. This is a great place to buy items for magic users like Luna.

Follow the road west and enter the fortune-teller's building. After speaking to Royce and Nash, you will recall that you need to find Ramus. Backtrack to the Althena statue and continue east into the shop of Dross the jeweler.

Dross is a shady character, but you need to sell the diamond, so accept the offer when Ramus asks your advice. After an unusually long wait, it appears that Dross has split with the diamond. Your only option is to go around the counter and follow him downstairs into the sewers. Before you eagerly track down the thief, make sure your party has upgraded all their equipment and is stocked with items.

Meribian Sewers



Walkthrough: Katarina Continent

Treasure Chests		
Number	**Contents**	**Notes**
1	Star Light	—
2	Star Light	—
3	500s	—
4	Healing Herb	—
5	Healing Herb	—
6	500s	—
7	Star Light	—
8	Antidote	—
9	Antidote	—
10	Star Light	—
11	Fortune Ring	—
12	Silver Light	Locked red chest

Monster Stats				
Monster	**HP**	**EXP**	**Silver**	**Item Drops**
Paunchy Snake	42	6	30	Antidote
Evil Wisp	62	9	36	Star Light
Nautilus	48	12	70	Star Light, Healing Herb
Rabid Fin	50	7	46	Healing Herb

Catch the Thief

TIP

The monsters slithering around can be challenging, but what makes this area more difficult is a boss battle at the end. Try to conserve Alex's magic for the boss. Also, make sure you have a Warp Wing so you can leave immediately after the boss. If you are really having a tough time, try to avoid the monsters. Remember to flee from battle, which will allow you to run past several groups of enemies.

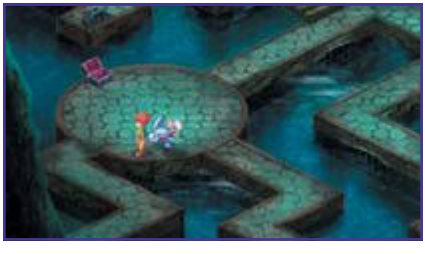
The sewers are filled with not only monsters, but also lots of bridges. To make matters worse, many of the switches that you encounter will lower a bridge that is offscreen in another room. Follow this guide to collect all the treasures and throw each switch in the quickest order.

Use the switch to the east to lower the first bridge. Cross it and battle the Paunchy Snakes. They are not too tough, but the cumulative effect of fighting a large group may require occasional healing. After you slay the creatures, go up the stairs to get a **Star Light** in a chest and pull the next lever.

Go down two staircases to encounter the Evil Wisp and Nautilus. The wisps are surprisingly resilient and will take several attacks to dispatch. Their bite attack deals a decent amount of damage, but they should be manageable as long as they don't gang up on you.

The Nautilus has a magical spinning attack that does very little damage compared to its normal attack. Fortunately, this will give you a few extra chances to defeat it before it can cause you trouble. After the battle, open the chest to get another **Star Light** and exit to the southwest.

Run to the east along a narrow path to reach the switch next to the Rabid Fin. These fishy foes don't use magic, but they tend to gang up on one character, and they do a decent amount of damage. Alex can take out one per turn. Have the others team up on a single foe until they defeat it. Throwing the lever you find here will not drop the bridge you just passed. Instead, continue southwest, down some stairs to activate another switch.



Backtrack to the bridge you lowered in the northwest to reach the chest containing **500s**. Return to the southwest where you just used the switch, and go southeast to a round section with a chest that holds a **Healing Herb**. Defeat the Rabid Fins, and take the bottom path (on the left) to exit this room.

You will reach a bunch of monsters as well as a chest with a **Star Light** and a lever you must throw. Return to the previous room and go north through the doorway with two candles. Defeat the pink monsters and open the two chests to receive **500s** and a **Healing Herb**.

Across the way, you will see another chest and a locked red chest. You can't get to it down here, so go back to the previous room, and take the southeast, twisting exit to the next section. Follow the long, narrow path past some Evil Wisps and Nautilus to reach a chest with an **Antidote**.

Backtrack to the previous section, and take the eastern exit to the next room. Cross the bridge, and pull the lever. You are almost done! Finally, go back to the previous room and head to the circular platform with the Rabid Fin. This time, take the path to the east (on the right) and continue south. Cross the bridge and enter the doorway.

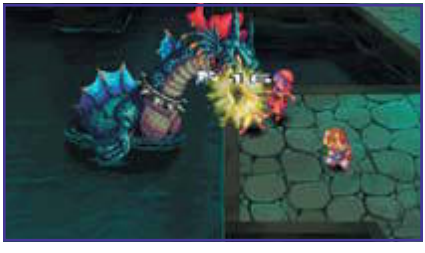
Open the chest to get a **Star Light**. Heal your party and save your game, because a boss is coming up next. Confront the thief when you are ready for the boss fight!

Boss: Aqua Lizard

Boss Stats	
Recommended Level	14
HP	1,262
EXP	250
Attack	116
Defense	44
Agility	14
Wisdom	86
Resistance	34
Weakness	—

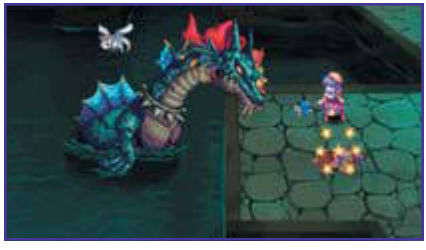
Walkthrough: Katarina Continent

Boss Attacks	
Bite	A normal attack hits one character for average damage
Fire Press	Fire attack that affects a single zone for high damage

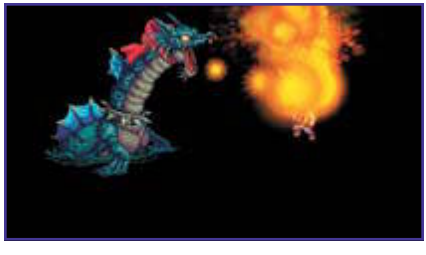


This battle can be challenging for several reasons. First, the big lizard has thick skin, so only Alex can substantially damage it. Second, it can back out of range of regular attacks, making it even harder for your party members to assist in its defeat. Lastly, its Fire Press attack does nearly 60 Damage to multiple characters. However, if you follow this simple plan, it will go down in no time.

Since Alex is your only real source of damage, cast Vigor and Cascade Song on him as soon as possible. He should use Sword Dance at every turn, but eventually, he will run out of magic. When this happens, you can resort to normal attacks and hope the monster is close to defeat, or you can restore Alex's magic with a Star Light. Using normal attacks is a slow process, plus the creature may move out of range, making it impossible to hit with your sword.



Unfortunately for Ramus, he can't do much to hurt the beast, so have him defend every turn. This will allow him to last a lot longer and will split the beast's attention when it chooses whom to bite. If Alex runs out of magic, you can have him join in with normal attacks, but don't expect too much damage for all his efforts.

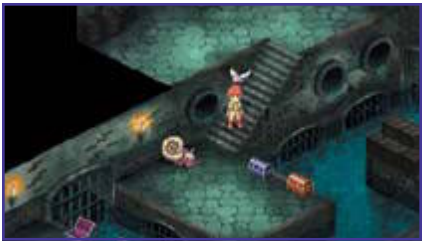


Luna can't do much damage, either, so her primary role is to heal the party after she has reinforced Alex with Cascade Song. Use Healing Song to keep the party healthy, and use Tranquil Song only if everyone is low on HP, since it is costly. The Fire Press attack does a lot of damage, and Luna should heal Alex any time his health dips below 60.

Journey to Vane

When the battle is won, Ramus will prove his worth by making the thief an offer he can't refuse. He really gets to show off his business savvy! Since you collected all the treasure, there is no need to fight your way back to the entrance. Use the Warp Wing and head back upstairs to the jeweler's shop. Accept Nash's offer to journey to Vane.

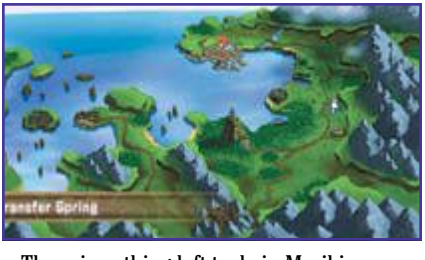
Exit the shop and use the Althena statue to replenish your team. Remember those chests you couldn't reach in the sewers? It's time to check them out, so go to Mel's mansion. Head east past Mel's office, and you will now be allowed upstairs. Go west, down to the training room where you tangled with Mel.



Take the stairs on the left to exit into the sewers. Don't worry about the monsters down here, since you won't be here for long. Use Alex's and Nash's magic attacks to make quick work of any foes. Follow the stairs all the way down, and open the chest to receive the **Fortune Ring**. Note the locked red chest for later and equip the ring to dramatically improve your luck.

NOTE

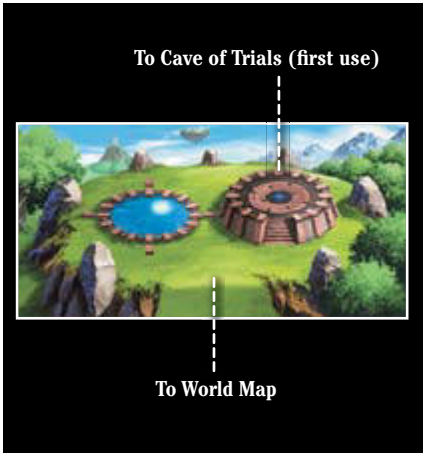
Another red chest resides in the depths of the sewers. Return here later.



There is nothing left to do in Meribia, so prepare to depart for Vane. You might want to pick up the pricey Fireball Staff for Nash on Black Rose Street. When you are ready to leave, head northwest from Althena's statue to catch the Transfer Spring.

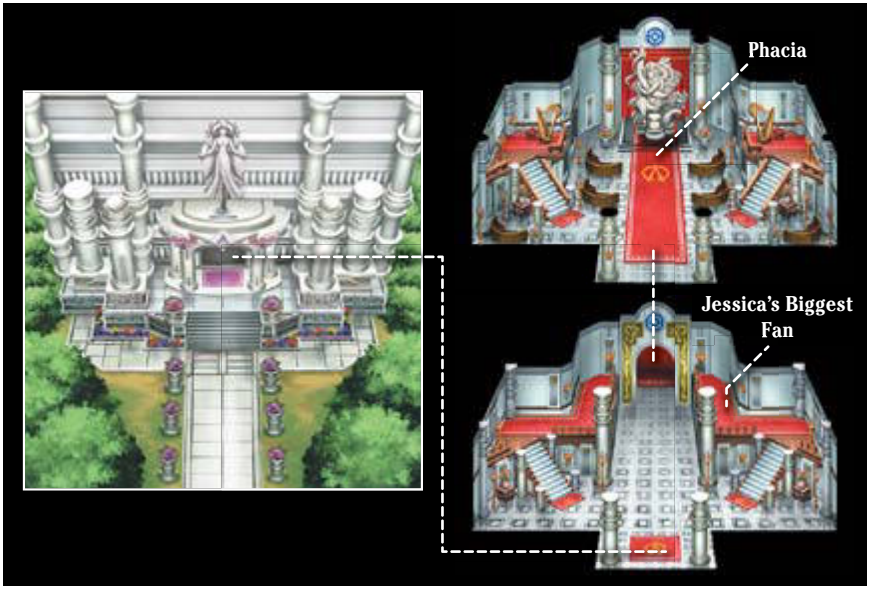
Walkthrough: Katarina Continent

Transfer Spring



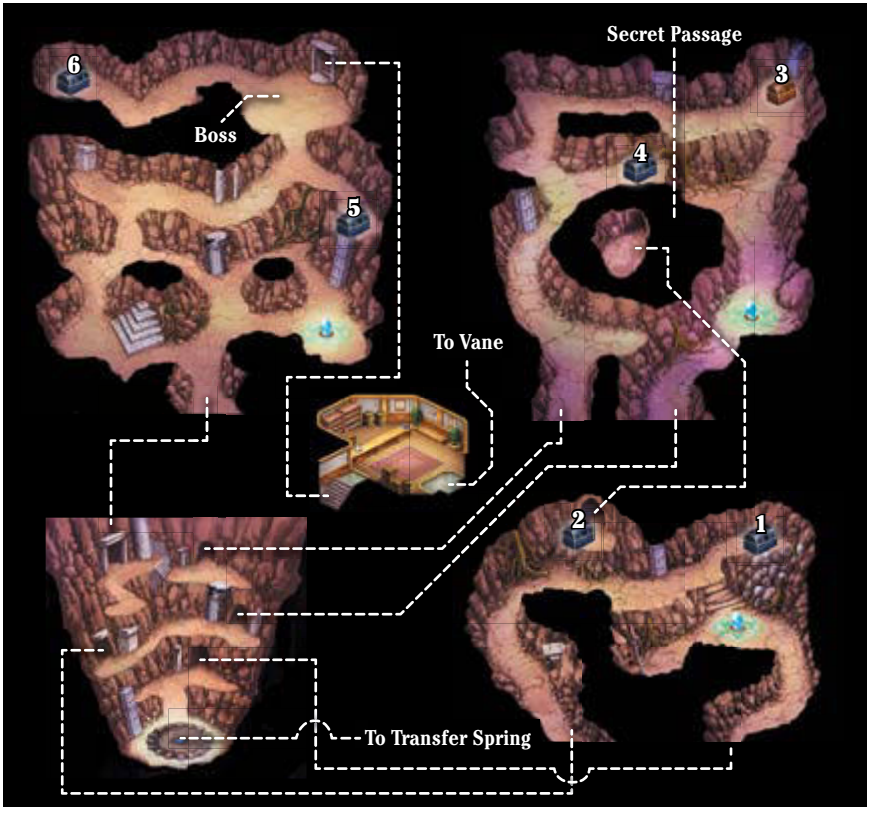
Vane is a hard place to reach—only the magical Transfer Spring can take you there. Unfortunately, Lemia has sent word that only applicants of the Magic Guild can use it. In order to enroll in the guild, you must find Phacia in Althena's Shrine. Exit south to the world map and select "Althena's Shrine."

Althena's Shrine



The woman at the front of the entrance will heal your party if you claim to be weary travelers, but you want to get inside, so tell her you want to pray to Althena. Enter the shrine and talk to the people inside. When you are ready to meet Phacia, go north through the doorway. After talking to Phacia, you will receive an **Application**. Go back to the Transfer Spring and speak to the old man. He will accept the Application, but first you must complete a right of passage in order to enter Vane. Step on the transporter to begin your exam.

Cave of Trials



Walkthrough: Katarina Continent

Treasure Chests		
Number	**Contents**	**Notes**
1	500s	—
2	500s	—
3	Soap	Locked red chest
4	500s	—
5	500s	—
6	Healing Ring	—

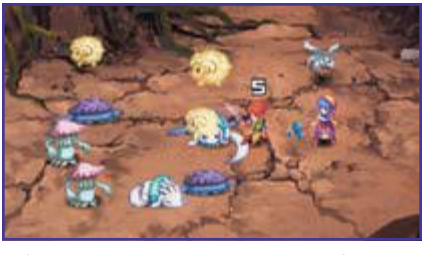
Monster Stats				
Monster	**HP**	**EXP**	**Silver**	**Item Drops**
Death Shroom	25	6	75	—
Slumber Moth	22	7	79	—
Gunfoot	72	8	120	—
Chiro	5	150	1000	Chiro's Tail

Complete the Trials

To fully test your magical ability, items are strictly forbidden for this trial. Talk to the old man to restore your HP/MP and proceed north to begin the test. The path curves around past a Death Shroom. All mushrooms like to poison you. You are a lot tougher than the last time you faced fungi, so they should be easy to defeat with normal attacks. Have Luna heal or cure you when necessary.

Continue north and open the chest to the east to find **500s**. Go west to tackle the Slumber Moths and a Gunfoot. The insects are not a big challenge, because their slumber attack has a low success rate. However, the Gunfoot can take a decent amount of damage. Its beam attack is not overly damaging, but this foe can place itself out of range, and it will hurt multiple characters. Attack the bugs first to remove the nuisance enemies, then team up on the Gunfoot.

Follow the path as it curves southwest, and exit to the main cavern. Once again, the old man will offer to heal you. There is no penalty for this, so take him up on his offer and enter the cave to the east.



Go north past some more moths to find a white creature running around. This is a unique enemy called a Chiro. It can be worth a lot of experience and silver. Have Luna cast Slumber Song to try putting it to sleep, and use Alex's Sword Dance for a guaranteed hit. Have both characters attack it together before it can escape.

After defeating the monsters, walk west through a secret passage near a blue-haired man. Continue south through another invisible wall to a ledge with an orange-haired gent and a chest with **500s**.

NOTE

Another red chest lies in wait in these caverns. Soon enough, you will be able to find out what's inside.

Backtrack to where you took the secret passages and go north to a chest with **500s**. Follow the path south past a red chest and several feral fungi. Exit to the south to the main cavern, and walk west to speak to the old man again. Heal if you need to, then go west back into the caverns. There are several monsters in this section, including a Chiro to the east and the north. Take the path north and follow it east to a chest with **500s**. Before you head north to the next part, prep your party for a boss fight.

Boss: Spark Fungus

Boss Stats	
Recommended Level	14
HP	1,580
EXP	380
Attack	66
Defense	16
Agility	16
Wisdom	84
Resistance	52
Weakness	Physical

Boss Attacks	
Flash Bolt	Moderate electrical damage to one character
Mad Spark	Moderate electrical damage to the entire party

It would be great if you had some immunity to electric damage, but that's not an option and neither is using items. The boss's Flash Bolt attack does a respectable amount of damage, but it is not as bad as the Mad Spark.

Mad Spark can be a real problem, since it hits both characters. This means you must watch the health of your entire party, because you can't rely on items to revive or heal them.

Walkthrough: Katarina Continent

Once again, Alex is the main damage dealer. You can rely on Sword Dance repeatedly until the fungus goes down. Vigor is a decent option, but you may run out of magic if you choose to power up Sword Dance. Since you can't use items, the only way to replenish your magic is Luna's Goddess Hymn. Still, as long as Luna casts Cascade Song from the start, you should be able to wipe it out before you run out of magic.

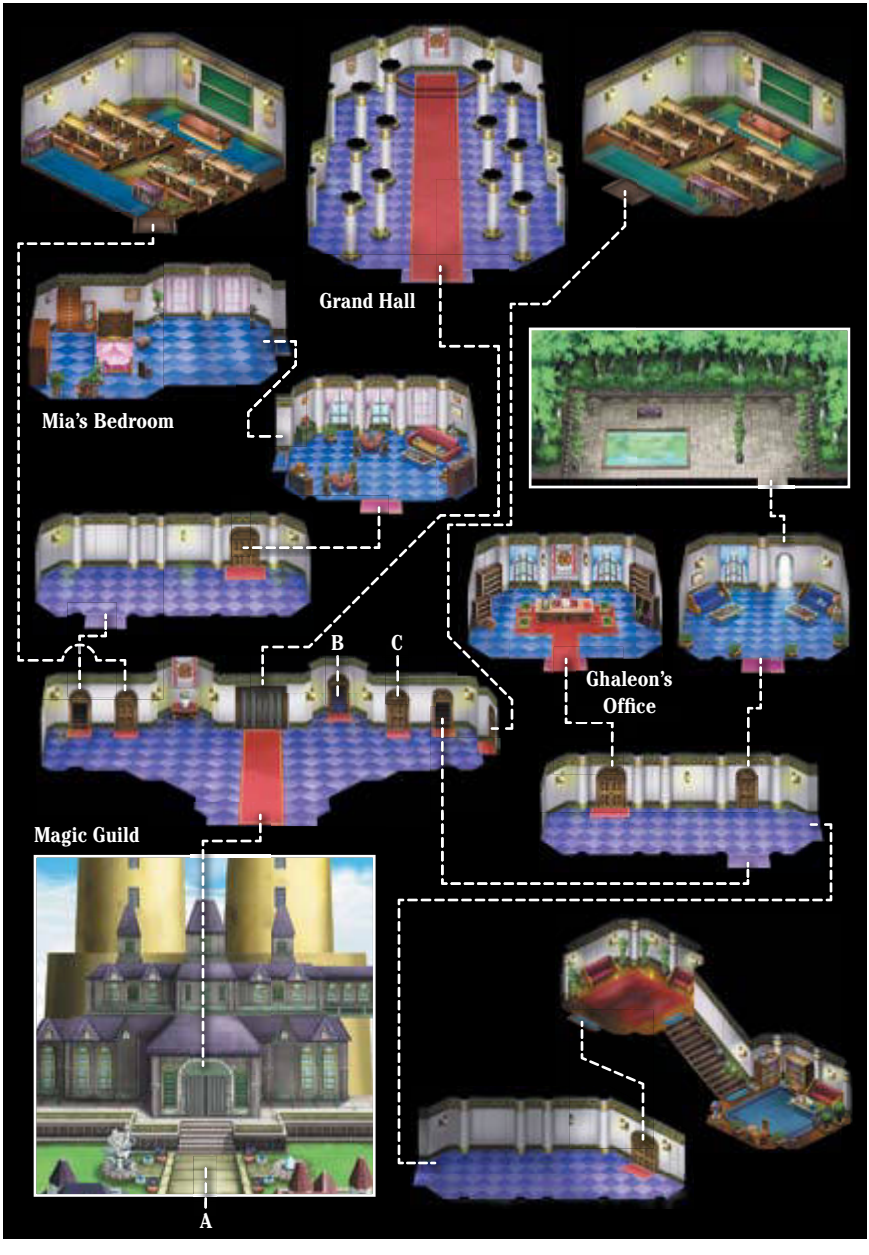
When the boss goes down, head west past the Chiro. This can be a great spot to level up and get silver, since you can defeat the Chiros and replenish with the Althena statue in Vane. Go west to open a chest with a **Healing Ring**. Equip this item to regain health every round in battle. Exit the trial to the east by going up the path the Spark Fungus was blocking. Talk to the old man one last time to be admitted to the Magic Guild. Exit this room to explore the magical land of Vane.

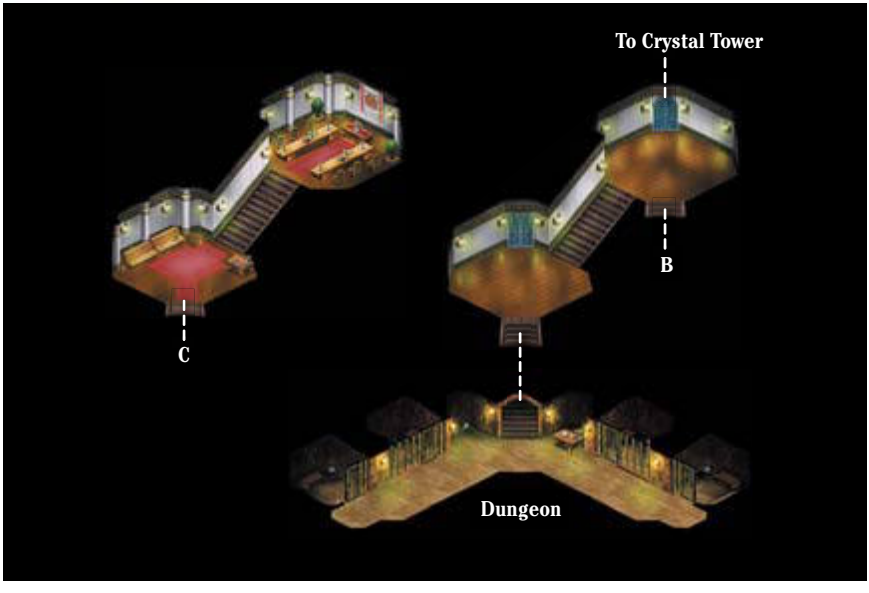
Luna's first action is to fortify Alex with Cascade Song. After that, her main role is healing. If both your characters are healthy, you can use her normal attack to speed up the mushroom's demise. Use her Healing Song as her primary source for healing, and only use Tranquil Song if both characters are dangerously low on health. Remember to heal Luna as well as Alex, because if she falls, he will never be able to win.

Vane

Item Shop
Item & Accesory Shop
Library
Weapon & Armor Shop
A
Cave of Trials
To Transfer Spring

Walkthrough: Katarina Continent





Seek out Ghaleon

Vane is a magic metropolis, and the shops have excellent items for sale. Fortunately, all the shops are on the same street. Visit them when you are ready to depart, and stock up on whatever you can afford. The 12,000s pendants will be out of your price range, but the Crystal Staff makes a great weapon, since it can put enemies to sleep!

Vane Weapon Shop

Item	Price
Rune Sword	1,000
Fireball Staff	1,400
Crystal Staff	1,600

Vane Armor Shop

Item	Price
Silver Mail	1,200
Magic Robe	1,280
Silver Shield	900
Silver Bangle	480
Silver Armlet	220
Gaudy Bandanna	240

Vane Magic Shop

Item	Price
Crystal Pendant	12,000
Devil Pendant	12,000
Star Light	1,000
Holy Water	100
Angel's Tear	600
Warp Wing	100

Walkthrough: Katarina Continent

Vane Item Shop	
Item	**Price**
Healing Fruit	200
Antidote	20
Cleansing Water	60

Enter the library to the east and read the books to soak up the knowledge they contain. In front of a blue-haired woman, just northeast of the entrance, is **100s** hidden in a book. When you are done perusing the books, exit the library and go north to the Magic Guild.

NOTE

To the left of the Magic Guild entrance is an Althena statue.

Enter the large double doors to meet up with Nash. Luna will need a break, and she will run into Ghaleon when she hears him playing. You are left alone to explore the guild, so go west through the open door. Head into Mia's chambers, and you find the poor girl not feeling well. Nash will barge in and demand you see Ghaleon immediately.

Backtrack to the entrance and head east through the open door. Make your way to where Luna is standing, and you will finally meet the legendary mage, Ghaleon. When he questions you, choose either dialogue choice.

The next day, Ghaleon will give you an assignment. Travel back to the main street of Vane and buy whatever equipment you may need. When you are ready to leave, head south onto the transporter and exit south to the world map.

Nanza Pass (East)

Treasure Chests

Number	Contents	Notes
1	100s	—
2	Healing Herb	—
3	100s	—
4	Healing Herb	—
5	Moth (6)	Booby-trapped; start with Confusion
6	Moth (6)	Booby-trapped; start with Confusion

Monster Stats

Monster	HP	EXP	Silver	Item Drops
Ant Lion	45	9	68	Healing Herb
Earth Eater	66	10	86	Healing Herb
Moth	55	8	76	Healing Herb
Armored Boar	53	9	80	Star Light

Go to Nanza Barrier

From the world map, select "Nanza Pass" to make your way to Lann, where Ghaleon has sent you. Open the first chest for a paltry **100s** and tackle the Ant Lions. Alex should be able to take one out each turn, so have others team up on the rest.

Continue west and follow the path as it curves northeast to the Earth Eaters. These foes can do moderate damage with a tunneling attack that lets them hit you from anywhere on the screen. The challenging part is that they can stay out of range and still hit you. If they cause you any grief, use Riot to drop them fast.

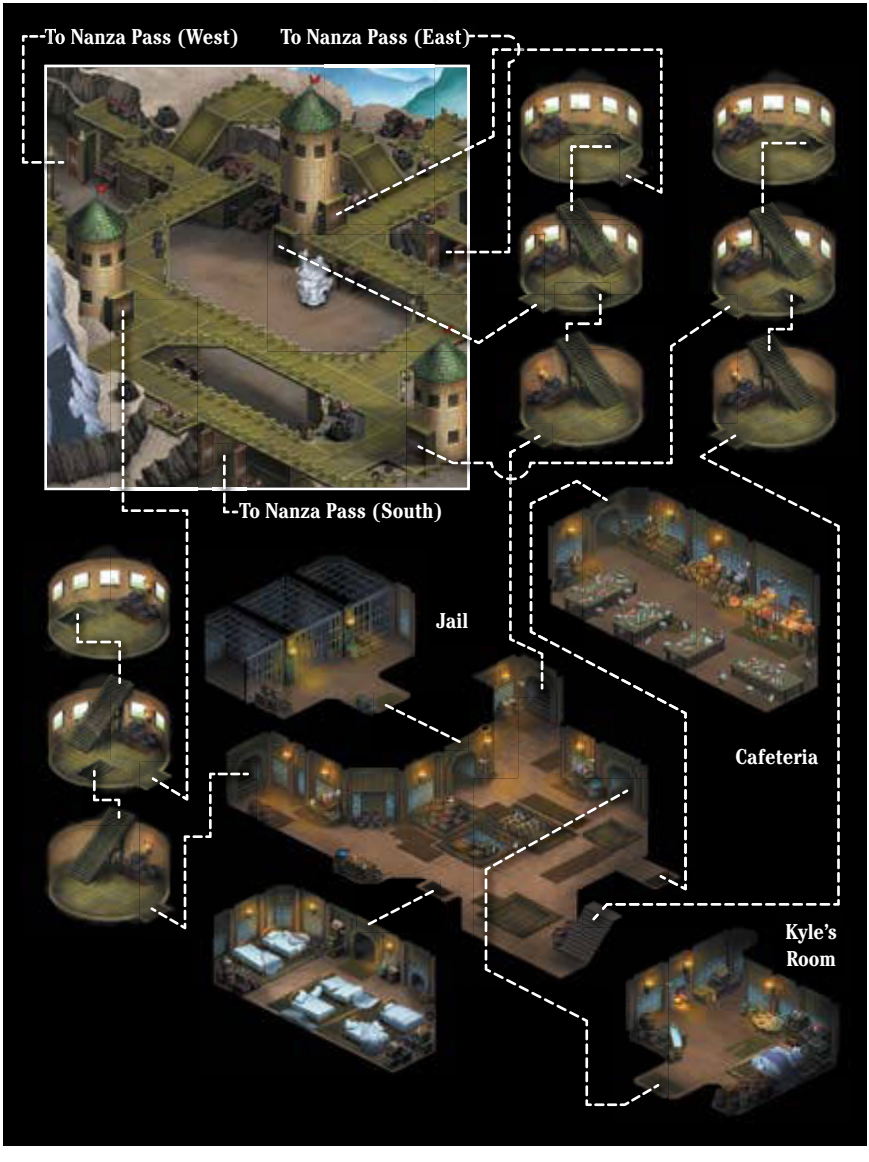
Continue east and grab the **Healing Herb** in the chest by the next alcove. Lurking in this area are Moths and Armored Boars. The insects can be problematic, since they can put your characters to sleep. Swat the bugs, and team up on the boars when that diversion is gone. The

Walkthrough: Katarina Continent

boars can do a moderate amount of damage and can even paralyze you. Soften the group up with a Riot or Explosive Stab if necessary. Go north and open the chest if you dare. It is one of those pesky booby-trapped chests, and you will start this battle in a Confused state. This can be a huge problem since your characters might attack each other. The payoff is not really worth the battle, so leave that chest alone.

Go west from the booby-trapped chest, and be very leery of the chest to the northeast—this is also a trap. Instead, go east to an alcove with two chests that contain **100s** and a **Healing Herb**. Head up the northeast slope and battle another set of monsters. Feel free to use any magic attack, because you are almost done with this section. Once you've vanquished the critters, travel west to go to the next section.

Nanza Barrier



Walkthrough: Katarina Continent

Find Kyle to Open the Gate

Heal at Althena's statue. Go northwest and speak to the man by the gate. You have to track down Kyle to open the gate to get to Lann. Enter the dark door to the left of the Althena statue to enter the tower.

You need to track down Kyle, but that won't be an easy task. Make sure you talk to everyone in this seedy city to find him. Start by going upstairs. Speak to the girl and then exit southeast. Talk to the balding man. He suggests you go east; ignore him and go southwest instead. Enter the south tower and climb up the stairs. Talk to the little girl, who gives you a clue about going to the cafeteria.

Make your way down to the bottom level, and go around the staircase you just came down and head to the east exit. Talk to everyone to learn that Kyle takes a nap after eating and that his quarters are right next to the mess hall. Head back to the previous room. Exit to the northeast to enter Kyle's bedroom. The boss appears to be sleeping off his hangover in the jail. Backtrack and go due west to where the blue-haired man with the tiger problem was lurking. Enter the jail and attempt to speak with Kyle. The boss man is in no shape to chat, but the gate will now be open. Go back to the northwest gate and continue on the Nanza Pass (West).

Nanza Pass (West)

Treasure Chests

Number	Contents	Notes
1	Star Light	—
2	Moth (6)	Booby-trapped

Monster Stats

Monster	HP	EXP	Silver	Item Drops
Ant Lion	45	9	68	Healing Herb
Earth Eater	66	10	86	Healing Herb
Moth	55	8	76	Healing Herb

Find Kyle to Open the Gate

The first chest you encounter is booby-trapped, so leave it alone! This area is very small, so let loose with any skills or magic that you want to test on these monsters. Run through some Ant Lions and Earth Eaters to talk to the redheaded man. Follow the path as it winds east and open the chest to collect a **Star Light**. Talk to the two gents at the path's end, and enter the world map to go to Lann.

Lann

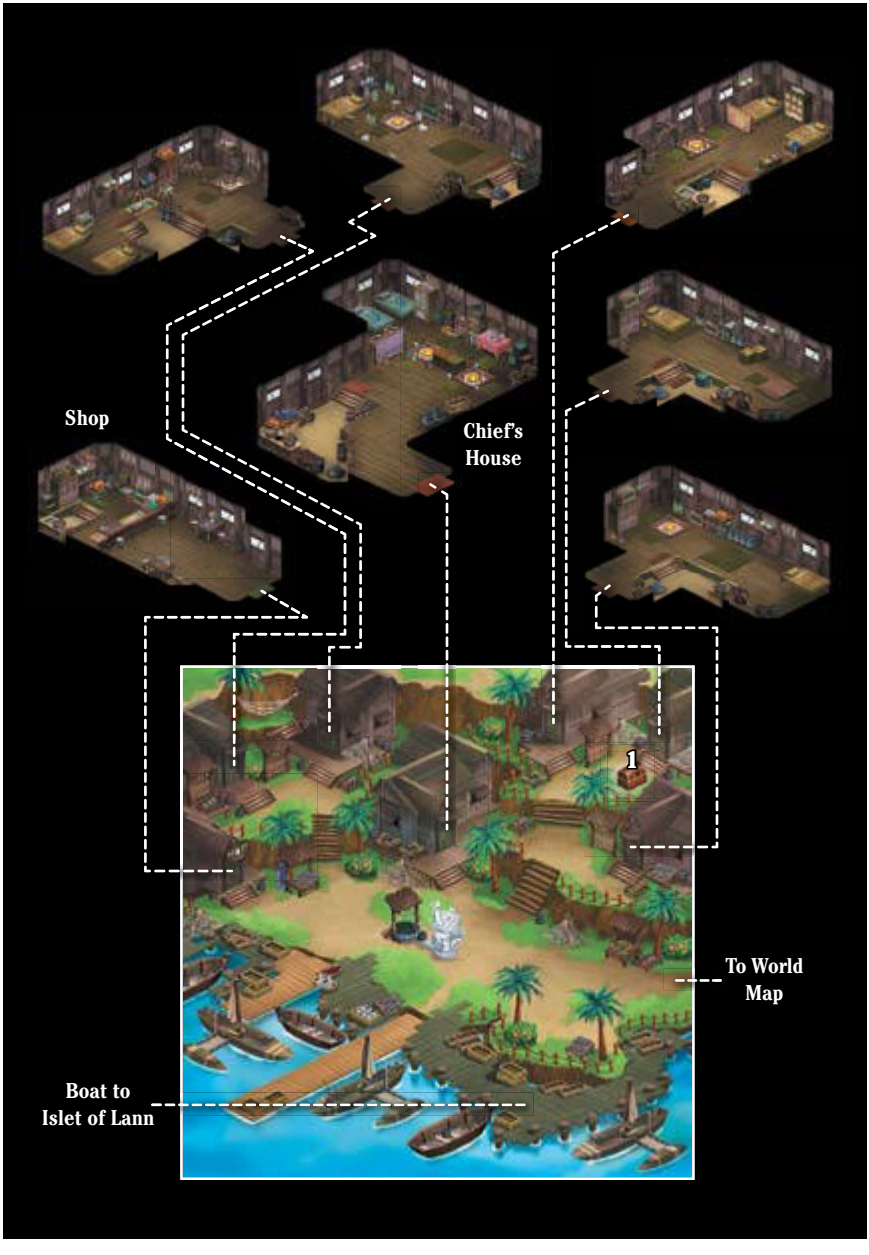
Treasure Chests

Number	Contents	Notes
1	Silver Light	Locked red chest

Investigate the Fake Dragonmaster

Heal at the Althena statue, and talk to the girl in front of it if you want to hear a catchy tune. There is an item shop to the west; you can refill some of your supplies there. Just north of the statue is the chief's house. Pay the chief a visit, and you will encounter Jessica, the fiery daughter of Mel.

Walkthrough: Katarina Continent

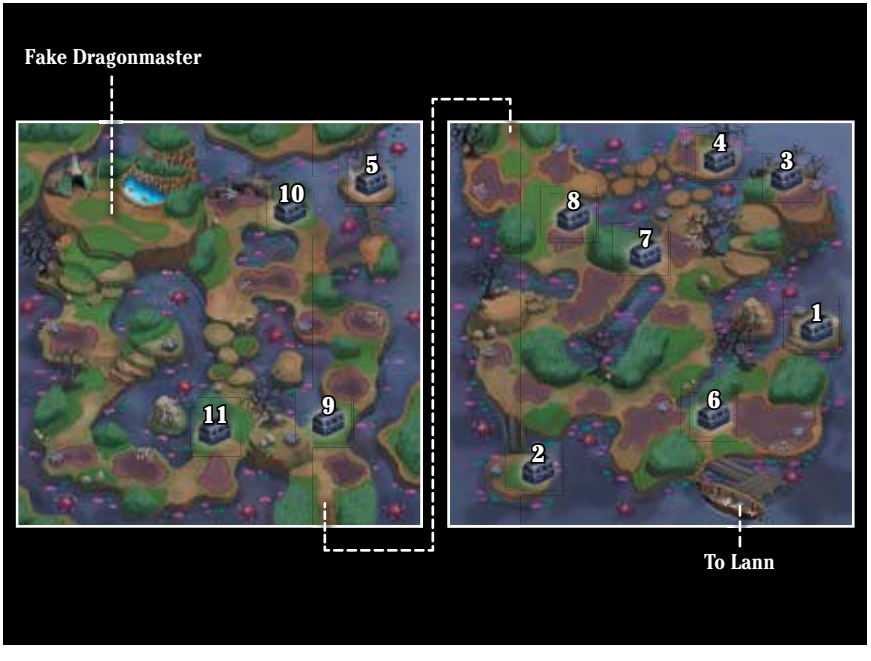


NOTE

A locked red chest lies in the northeast part of the village. Return here later to claim its prize.

Accept her offer to join forces, and you will have another valuable healer on your team. You can't do much else but talk to people about the fake Dragonmaster. When you're done with this sleepy fishing village, talk to the balding man on the pier to seek out the imposter. Jessica will handle the negotiations, and soon you will be on your way.

Islet of Lann

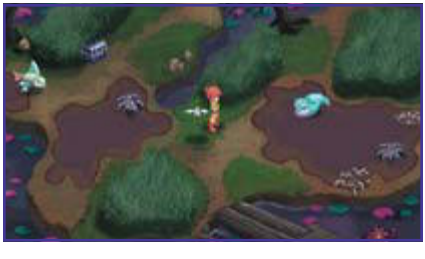


Walkthrough: Katarina Continent

Treasure Chests		
Number	**Contents**	**Notes**
1	600s	—
2	600s	—
3	1,000s	—
4	600s	—
5	Fresh Ring	—
6	Reversal Spell	Booby-trapped chest will reverse controls.
7	Reversal Spell	Booby-trapped chest will reverse controls.
8	Reversal Spell	Booby-trapped chest will reverse controls.
9	Reversal Spell	Booby-trapped chest will reverse controls.
10	Reversal Spell	Booby-trapped chest will reverse controls.
11	Reversal Spell	Booby-trapped chest will reverse controls.

Monster Stats				
Monster	**HP**	**EXP**	**Silver**	**Item Drops**
Barrel Snake	70	10	68	Healing Herb
Nightmare	70	11	77	Healing Herb
Lurker	100	11	129	Star Light
Cyclops	130	12	168	Cleansing Water

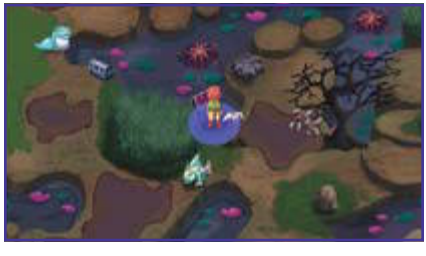
Confront the Fake Dragonmaster



The big purple puddles in this section are poisonous, so tread carefully. You won't be able to completely avoid them, but try to spend as little time in their muck as possible. A group of Barrel Snakes will probably assault you as soon as you arrive. Now that you have four members in your party, they should be no challenge for your normal attacks. The chest in front of you is booby-trapped, so dash to the northeast alcove to open the chest that has **600s**. Backtrack to the first chest and go west. As the path begins to curve north, you will find a narrow passage leading to a chest in the south that holds **600s**.

TIP

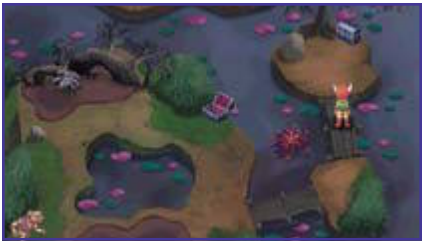
If you haven't yet guessed, Jessica's overt personality makes her somewhat of a brawler. You might want to arrange your formation so she is up front with Alex.



The chest to the northwest may be tempting, but avoid it since it is booby-trapped. If you open it, your controls will be reversed. If this happens, just wait for the effects to wear off. Around this chest are Nightmares, which are enhanced versions of the Rabid Fins. They will gang up on one character, so be sure to watch their health. While they are manageable with normal attacks, use Nash's Riot spell to knock them out in a single shot.

Continue north from this chest and avoid the one on the left, which is a booby-trapped. Instead, go northeast up a few ledges to reach a chest with **1,000s**. Backtrack and go west, avoiding the next chest, which is also booby-trapped. Lurking around here are several Lurkers. They do a moderate amount of damage, but they are very tough to kill. Also, they have an absorbing attack that leeches your health and heals them. Due to Lurkers' toughness, focus all attacks on one at a time.

Slightly north is a path of stepping stones that leads east. Follow it to get **600s** from a chest, then return to your previous position and exit this section to the north. The next area has many more Lurkers, this time in larger groups. Use Nash's Riot attack to soften them up and finish them off with normal attacks. Continue north and battle some snakes accompanied by a Cyclops. The snakes are not a problem, but the Cyclops will try to paralyze you. Your healers can cure this effect, but gang up on the big guy so he doesn't get a chance.



Due north is another booby-trapped chest. Avoid this one and walk across the wooden bridges to the northeast. The chest at the end of this path has a **Fresh Ring**. Not only will this ring raise defense, but it can also protect against Stun, Sleep, and Poison effects. Give this to one of your healers so they can always cure and heal the party.

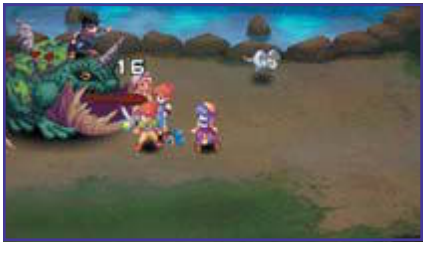
Retrace your steps and go slightly west and then down the southern path consisting of stepping stones. Avoid the next chest, which is a trap, and follow this route as it curves west. After a few more battles, you go north on the path, which leads you to the man claiming to be the Dragonmaster. Save and heal before you speak to the guy, because a boss fight is just ahead.

Walkthrough: Katarina Continent

Boss: Dragonmaster Zoc and Frog-Lizard

Boss Stats	
Recommended Level	17
HP	2,551
EXP	600
Attack	90
Defense	44
Agility	27
Wisdom	27
Resistance	49
Weakness	Lightning and Physical

Boss Attacks	
Fire Hurl	Flaming projectile that targets a single character for minor damage
Tongue Lash	Physical attack that hits one ally for minor damage
Press	A leaping attack that hits for moderate damage to a group of characters



This boss does minor damage with several of its attacks, so it won't be too challenging unless your entire party is low on health. The boss can perform the Tongue Lash several times in a row, but the damage is pretty minor.

This foe is not a real dragon, and the fire damage it does from a series of fireballs is nothing to be worried about. Just be sure to keep your healers from getting knocked out, and you can always replenish your party from these weaker attacks.

The boss does have one dangerous move: the Press. When it lands, it does fairly high damage to anyone unlucky enough to be caught underfoot. Crouching and bouncing, the boss telegraphs this move. If your characters are all together, you may consider defending. After this assault, assign both healers to repair the damage and go back on the offensive.

As usual, start by powering up Alex with Vigor and reinforcing him with Cascade Song. For every round, unleash his Sword Dance. This boss is weak against physical attacks, so this maneuver will deal some serious damage. Also, have Nash exploit its other weakness—electricity—by casting Riot on every round.

Use Luna as your primary healer, since Jessica can dish out a decent amount of damage. When Luna is not healing, have her attack, or consider using Cascade Song on Jessica to boost her damage.

When the battle is complete, use Jessica's Return Litany to go back to the entrance of the marsh. Select the boat to sail back to Lann. Use the Althena statue to heal, and exit to the world map to return to Vane and report to Ghaleon.

Vane Revisited

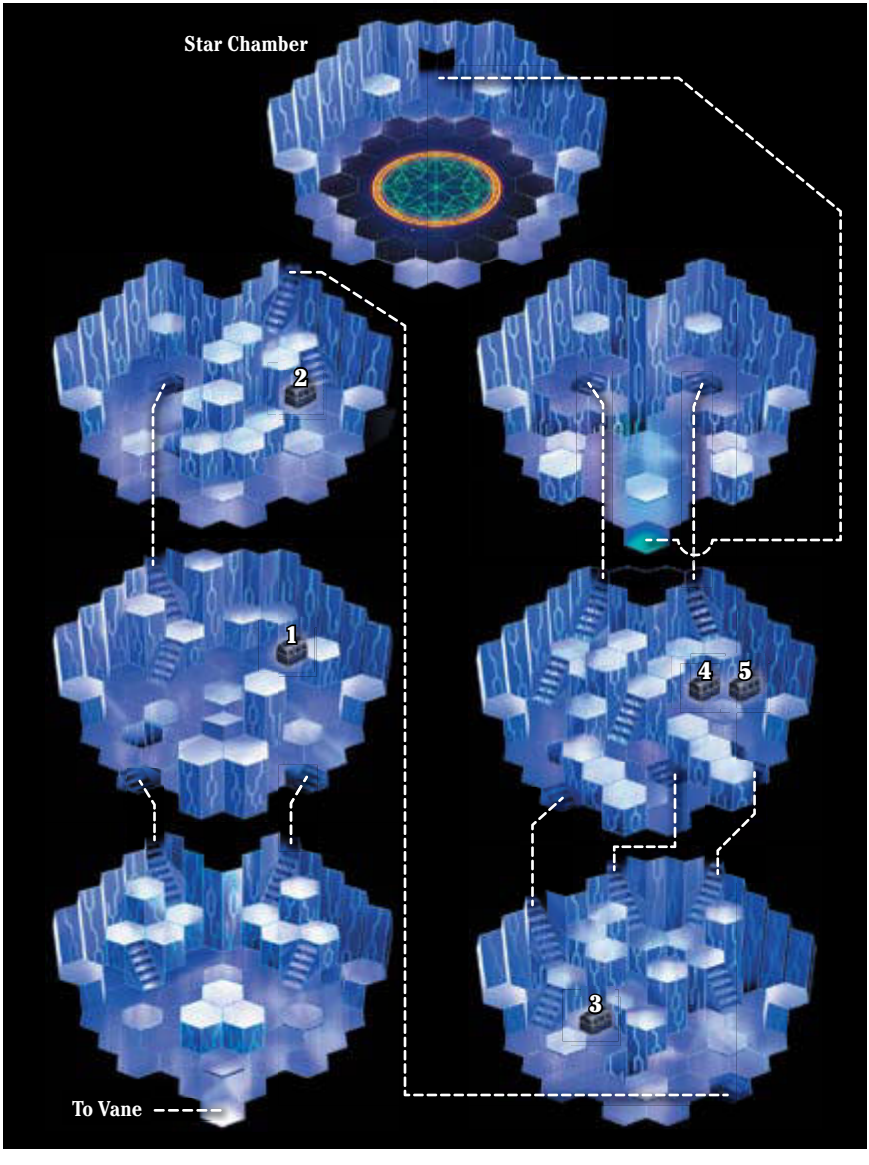
Report Back to Ghaleon

When you make it back to Vane, head north into the Magic Guild. Go east through the doorway to Ghaleon's office and speak with him. When you are done, do the opposite of what Nash tells you, and go visit Mia in her room. After a brief conversation, everyone will gather in the Grand Hall.

After Mia comes to your aid, she will give you the **Goddess Mirror**. Accept her offer to join you, and she will take you to the Star Chamber to search for Luna, who is now missing due to treachery from a supposed ally.

Walkthrough: Katarina Continent

Crystal Tower



Treasure Chests		
Number	**Contents**	**Notes**
1	1,000s	—
2	1,500s	—
3	Star Light	—
4	500s	—
5	Angel Ring	—

Monster Stats				
Monster	**HP**	**EXP**	**Silver**	**Item Drops**
Guardian	85	17	82	Healing Herb
Quartz Mirror	82	16	98	Healing Herb
Shard Knight	80	17	252	Healing Herb, Star Light
Star Comet	90	20	179	Healing Herb

Rescue Luna

When you try to enter the tower to rescue Luna, you will be forced to leave. A magic barrier requires you to unequip your weapons. Remove everyone's sword and staves, and re-enter the tower. Without the aid of weaponry, you will be reliant on magic, which means Nash and Mia will be responsible for dealing most of the damage to enemies. Also, you won't have a healer (because Luna is gone), so use items if you run low on HP or MP.

Choose either flight of stairs and ascend to your first battle with a Quartz Mirror. These are probably the least-threatening foes in the tower, since they do relatively low damage. If you want to get rid of them quickly, one Flame Circle from Mia will wipe them all out. However, if you are gutsy, you can take them with your bare knuckles.

The chest in the northeast contains **1,000s**. You can run across to the stairs to the west, but you will probably encounter the Guardians. When grouped with the Quartz Mirrors, they will be too powerful to take on with mere fisticuffs. Rely on Flame Circle to weaken the group and pick off the stragglers. When you run into the Shard Knights, rely on magic from both Nash and Mia. These foes are also too tough to tackle without weapons.

Climb the stairs to the west to reach the next level. Circle counterclockwise around this room, destroying monsters as you go. Your prize for defeating all these foes is a chest with **1,500s**. After collecting your hard-earned silver, go up the stairs.

Walkthrough: Katarina Continent

The next floor has three exits. The western-most staircase leads to nowhere important, but open the chest nearby to get the **Star Light**. Go up the stairs closest to where you entered the room and tackle the last enemy in this tower, the Star Comet. Have Nash use his Riot attack to remove these enemies as soon as possible. At the next landing, go up the stairs to the right to find two chests that hold **500s** and an **Angel Ring**. This ring is literally a lifesaver, as it will automatically revive a character in combat. It has a one-time use, so make sure to equip it only when fighting bosses.

Backtrack and take the left staircase this time. Follow this path to another set of stairs, and climb farther up the tower. Make sure you are healed and save your game. Battle your way south through the next few foes to enter the Star Chamber and free Luna.

Mini-Boss: Ultragoyles

Mini-Boss Stats	
Recommended Level	17
HP	2,551
EXP	140
Attack	60
Defense	60
Agility	27
Wisdom	40
Resistance	40
Weakness	Ice

The flying fiends won't use any magic, but they can attack several times per round. Keep an eye on your health to avoid getting within critical range of their assaults. Because of their number and numerous attacks, have Luna heal her allies whenever needed.

When Luna boosts Alex with Cascade Song, he should use Vigor, since he has two good attack options. Since there are multiple enemies, he can use Flash Cut to damage them all each turn. He won't destroy them all simultaneously, but the one that hangs on will be very weak. The other option is to focus on one enemy at a time with Sword Dance. This has the added bonus of getting rid of enemies sooner.

Nash should use Riot every turn, and if Alex is using Sword Dance, make sure to target the same monster he is. While his attack will not do a lot of damage, the damage it does do is cumulative—the small amount of damage it does will eventually add up to something significant. The major damage dealer in this fight is Mia. The gargoyles are weak against ice, and her Blizzard spell dishes out a lot of damage to them all. When the gargoyles begin to vanish, use Mia's Freeze Burst, which costs less and targets only one creature.

Walkthrough: Katarina Continent

Meribia Revisited

Speak to Mel about Ghaleon

After you win the battle, a big revelation will be revealed about the Vile Tribe. Leave the Magic Guild and use the Althena statue out front. Your ultimate destination is your hometown of Burg, but you will need to backtrack through the previous locations to get there. Exit Vane and use the teleporter to return to the world map. From here, select "Meribia" and stop in on your pal Ramus. His shop is doing really well, so check out his inventory by talking to the sultry, bunny-eared ladies.

Ramus's shop	
Item	**Price**
Silver Sword	1,600
Silver Mail	1,200
Silver Shield	900
Healing Fruit	200
Star Light	1000
Holy Water	100

Make your way to Mel's mansion and enter his office to speak to him. Talk to Jessica and Ghaleon, then head back to Jessica's room. Speak with her until she offers to make you something to eat. When you are finally done talking to her, it's time to get some sleep. After you awake, go to the docks to meet Ghaleon and set sail for Saith.

Enter the dock house, and speak to the man with the yellow vest to receive **1,000s**. Leave the city to the northwest, and select Ghoto Woods on the world map to make your way toward Burg. Ghaleon is in your party this time, so this area will be no challenge. While he is under your command, try out all of his magic spells for fun. Unfortunately, this will give you very little experience or money. Journey southeast to quickly exit the forest, and choose Burg on the world map for a bit more of the storyline.

Burg and the White Dragon Cave Revisited

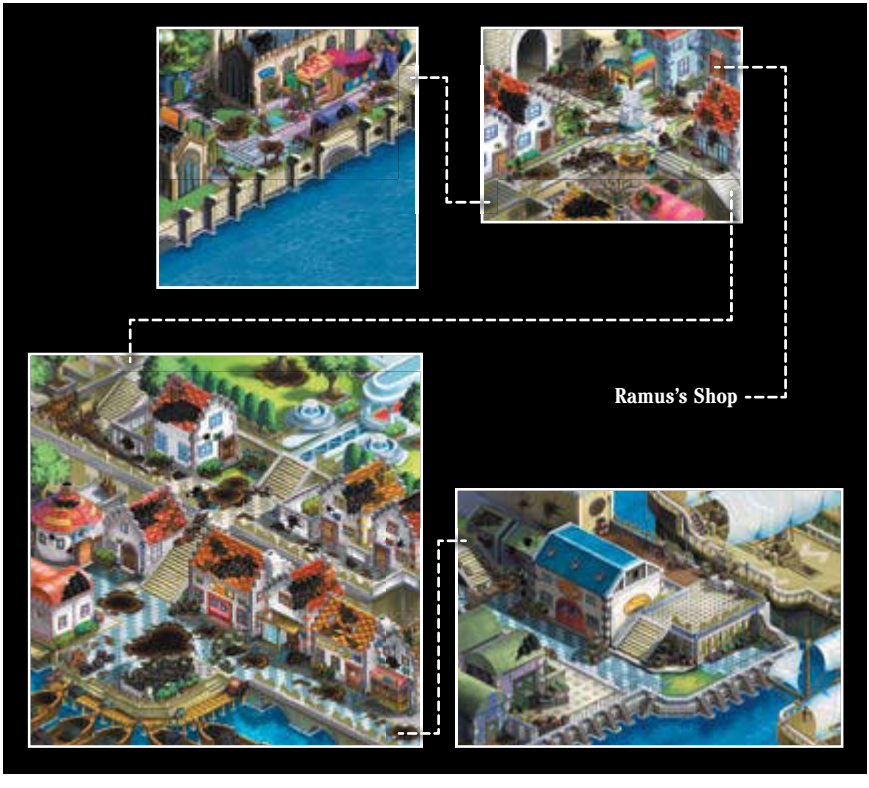
One Question for the White Dragon

While visiting Burg, stop by Alex's house, Dyne's monument, and the Springs. After this brief diversion, get back to the task of meeting with the White Dragon. From the world map, choose the "White Dragon Cave" and follow the shortcut west to visit the beautiful beast. Once again, Ghaleon will easily dispatch any of the monsters in this area. He has but one question for the wise dragon. After you hear the dragon's answer, the game's entire story will be turned upside down!

When you awake, talk to your parents and go down into the basement. Just north of the staircase is a bookshelf. Search this area to find **Luna Bromide 2**. This is a special item that you can use to view pictures of the characters. Take your father's advice and seek out the man who saved your life at Dyne's monument. In front of your hero's grave, Laike, who you met in the Ghoto Woods previously, will ask what you want to do. Choose either dialogue option and he will give you the **White Dragon Wings**. This precious item will allow you to instantly warp to any city you have previously visited. Use this new item to warp to Meribia.

Walkthrough: Katarina Continent

Meribia Revisited



Monster Stats				
Monster	HP	EXP	Silver	Item Drops
Gargoyle	140	22	105	—
Devil Hammer	120	21	53	—
Necromancer	90	20	46	—
Rook	85	21	100	—

Consult Mel

TIP

Unleash your strongest skills on the monsters in this section, since you can always replenish at Althena's statue.

Meribia is a mess when you arrive. Ramus's shop is open during all the mayhem, so stock up. Jessica is already in over her head, so join the fight to help her out. This fight consists of Gargoyles and Devil Hammers. Gargoyles are lesser versions of the Ultragoyles you fought before, and they have only one attack per round. Furthermore, they do minor damage and tend to miss a lot. However, the Devil Hammers are tough to take out, and they deal a decent amount of damage. Make them your first targets!

Enter the mansion and go down to the combat arena where Mel is fighting for his life. In a selfless act, Mel becomes incapacitated while trying to protect Jessica. You must track down the culprits of all this trouble, and that means traveling to Vane. A boss fight is coming up, so use the Althena statue to heal, and save your game before using the Dragon Wing to teleport to Vane.

After you assist Jessica, battle your way around the debris to the staircase to the east. Before you make it to Mel's mansion, you must deal with some Necromancers. These spell-casters can teleport around, but they do minor damage and are not heavily armored. If you run into the Rooks, team up on each one to deal with their tough armor.

Walkthrough: Katarina Continent

Vane Revisited

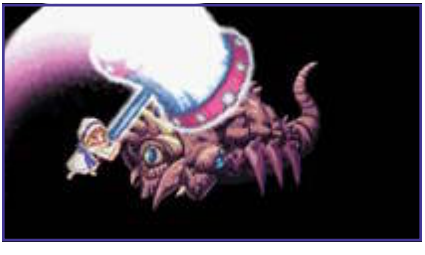
Boss: Grand Doom

Boss Stats	
Recommended Level	20
HP	2,201
EXP	1,200
Attack	100
Defense	80
Agility	30
Wisdom	90
Resistance	70
Weakness	Physical

Boss Attacks	
Mini Doom	Yellow glowing eyes precede this attack, which targets an ally for high damage.
Crimson Ray	Purple glowing eyes indicate an immense beam that heavily damages anyone in its path.
Tentacle Stab	A physical attack that does relatively minor damage

This is a tough battle, because your magic users are relatively ineffective. This monster is resistant to many magical attacks, but luckily it is weak to physical attacks. Mini Doom deals a ton of damage, so be sure to check its target's health after each assault.

Due to the power of the Crimson Ray, it is best to spread your party out. This single beam can take out one or more allies in a single shot if they are lumped together. Adjusting your formation can spare several characters from its damaging effects.



Cast Vigor on Alex and make sure he attacks with Sword Dance every turn. To exploit this foe's physical weakness, Jessica should also attack when she is not healing. If her Arts gauge is full, unleash Ire Sledge for massive damage.

Nash's Riot will do very little harm to the boss. However, use it often but feel free to have Nash heal with items if Jessica can't handle the job. Mia should use Flame Circle, which does around twice the damage of Riot, but it is still pretty weak due to the creature's resistance. If your party is really getting battered, try her Endow Shield or Mist Barrier for extra defense.

The monster also has a melee attack that does moderate damage, but some of your characters can dodge this. Even if the attack hits, it is still preferable to the heavy damage the boss's magical attacks can put out.

Once you've defeated the beast, talk to Lemia, Mia, and Nash until your friends join your party. With a full team, speak to Lemia to learn the location of the Red Dragon. Before you warp to the Nanza Barrier, step outside to heal and save your game.

Nanza Barrier Revisited

When you arrive in Nanza, you are just in time to save a poor woman in distress. Your heroic intentions are duly noted, but the lady can take care of...himself? Seems Kyle is doing a little cross-dressing to have some fun with the Vile Tribe.

Mini-Boss: Scythe Master

Boss Stats	
Recommended Level	20
HP	2,201
EXP	80
Attack	50
Defense	30
Agility	70
Wisdom	56
Resistance	48
Silver	440

This is a straightforward fight for Kyle and one that is almost impossible for him to lose. The creatures do very little damage, and you can use Power Sweep to take out most of them in one round.

TIP

Do not talk to Kyle after he slays the monsters. This will set off a trigger in the game that prevents you from getting the Bromide.

Walkthrough: Katarina Continent

Enter the door just north of Althena's statue and go downstairs. Exit to the west and go through the southeast doorway to Kyle's room. Search Kyle's bed to receive **Jessica's Bromide 4**. Backtrack to Kyle and talk to him about where to find the Red Dragon.

Nanza Pass (South)

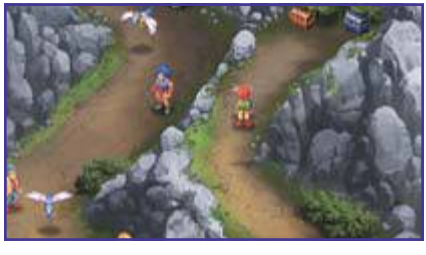
Treasure Chests

Number	Contents	Notes
1	Silver Light	—
2	Angel's Tear	Locked red chest

Monster Stats

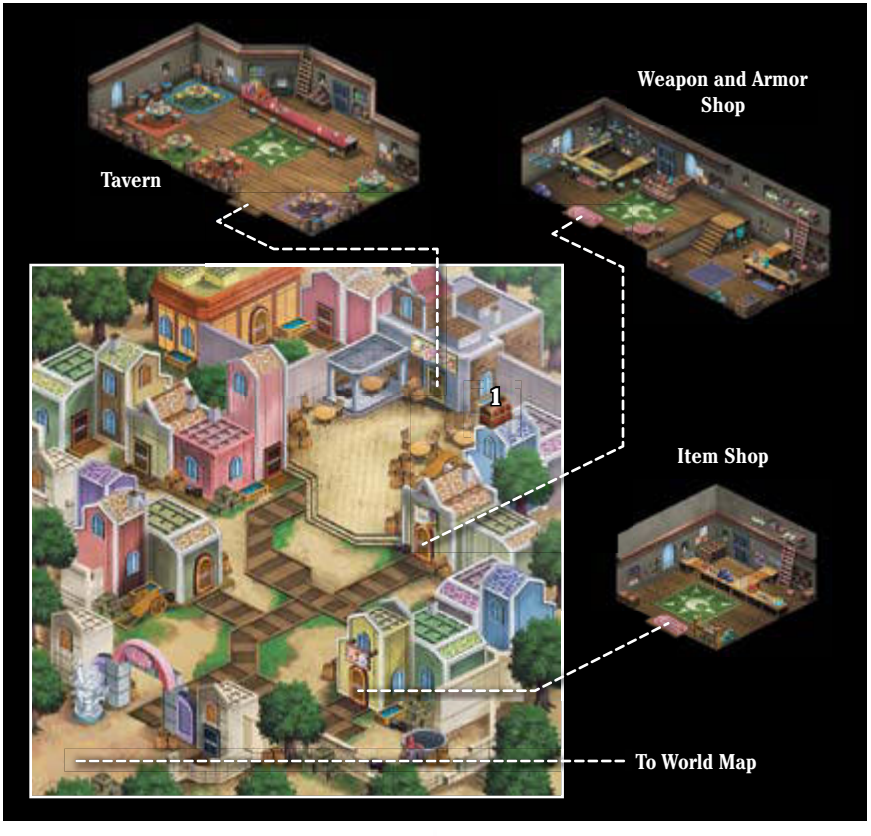
Monster	HP	EXP	Silver	Item Drops
Moth	55	8	76	Healing Herb
Devil Hammer	120	21	53	—
Necromancer	90	20	46	—

Go to Reza to Find the Red Dragon



This is a short section that connects you to the next continent, the Marius Region. The area consists of a bunch of Moths that shouldn't be a problem for your large party's normal attacks. Use these easy battles to build up your characters' Arts gauge. Go south toward the exit, but loop back north near a locked red chest and a regular chest that holds a valuable **Silver Light**. Exit south to the world map and select "Reza."

Reza



Reza Weapon Shop	
Item	**Price**
Samurai Blade	2,800
Flail	2,600
Infernal Staff	2,400

Reza Armor Shop	
Item	**Price**
Silver Mail	1,200
Purity Garment	1,400
Sorcerer Robe	2,000
Mithril Armlet	660

Treasure Chests		
Number	**Contents**	**Notes**
1	Silver Light	Locked red chest

Walkthrough: Marius Region

Reza Item Shop	
Item	**Price**
Healing Fruit	200
Antidote	20
Cleansing Water	60
Warp Wing	100

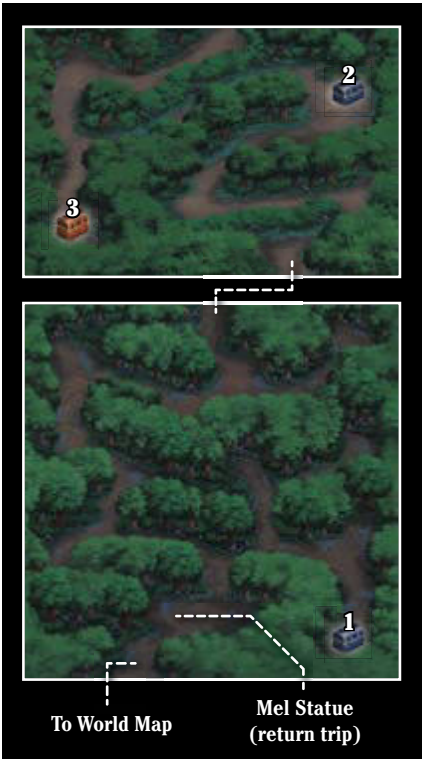
You've Been Robbed!

You haven't been in Reza for more than a minute before its seedy side shows its ugly face. This is a town full of thieves, and you just became another victim. Someone bumps into Nall and takes your Dragon Wings. Go north to the bar to search for the thief.

Laike is hanging out at the bar; go over and talk to him. Next, speak to the bartender to try tracking down the thief. He can't help you directly, but he provides a method to get the Dragon Wings back. You must go to Meryod and join the Thieves' Guild. Since thieves can't steal from one another, the thief will have to give the item back. The only way to reach this town is through Meryod Forest.

Upgrade your equipment, and use the world map to reach your next destination.

Meryod Forest



Fight Your Way to Meryod

There are a slew of tough monsters in this forest, so don't be afraid to flee if you need to. The first foes you run into are Cursed Brains. They tend to miss a lot with their normal attack, but, true to their namesake, they will try to curse you. Their Curse Bomb affects an entire area, and when it hits, it does fairly heavy damage. Kill it quickly with any focused skill or magic.

Go as far west as you can on the path, and then go north. When it dead-ends, go east to find a chest in an alcove. It contains **2,000s**. Backtrack for a bit and go north to enter the next section.

Treasure Chests

Number	Contents	Notes
1	2,000s	—
2	2,000s	—
3	Fortune Ring	Locked red chest

Monster Stats

Monster	HP	EXP	Silver	Item Drops
Cursed Brain	120	65	160	Healing Herb
Killer Buzz	100	80	130	Healing Herb
Hell Slug	100	62	120	Healing Herb
Chrono Gorgon	107	73	190	Holy Water

Walkthrough: Marius Region

There are a ton of monsters roaming around, so keep an eye on your health. The Hell Slugs you encounter are a lot more stout than the previous versions. Fortunately, they only do minor damage. When they are with a Chrono Gorgon, target the Gorgon with all your attacks to prevent it from using its Acid Breath, which can poison you.

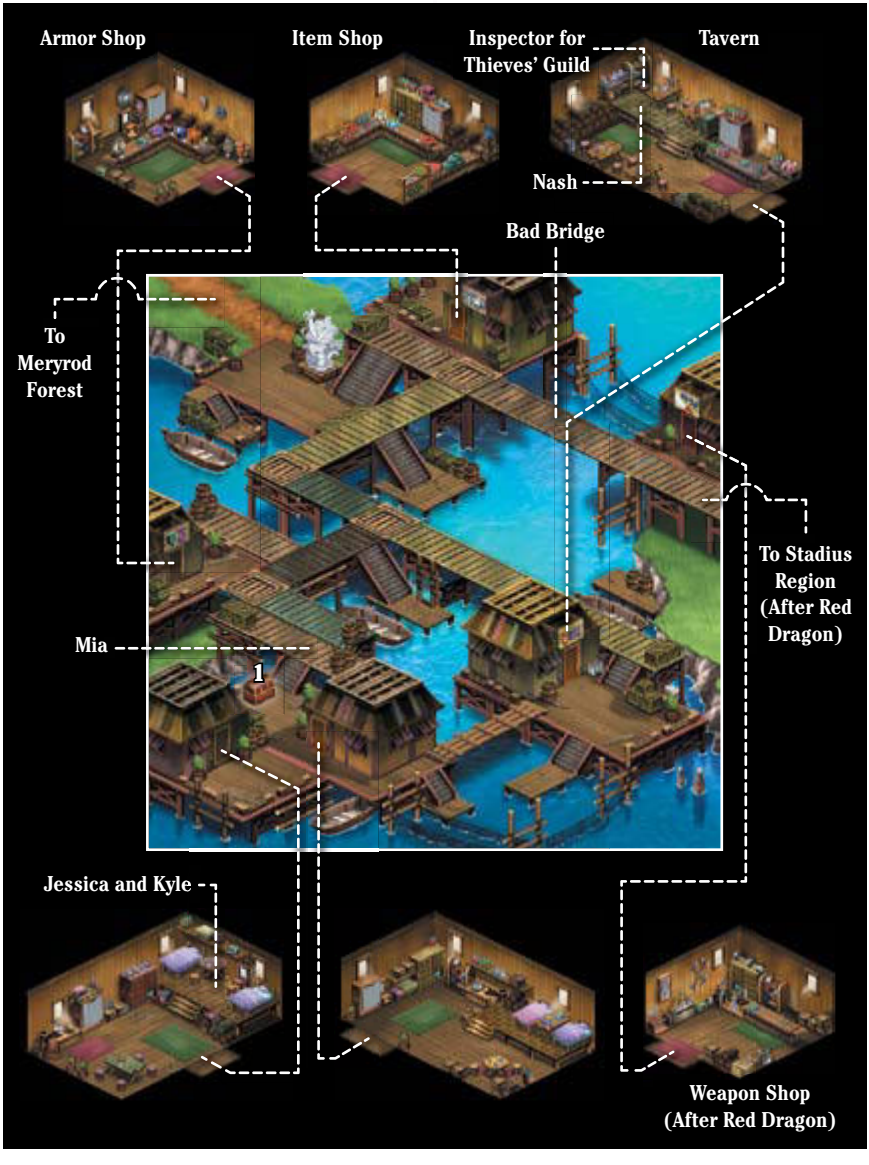
The Killer Buzz has an attack called Venom Needle, whose powerful sting can deal lots of damage and can even poison you. The Killer Buzz's normal attack is nothing to sweat, but a swarm of them can be a big problem if they connect with their sting. Use any of your skills or magic that affects the entire group. Flash Cut is extremely effective and will waste the entire swarm. Your goal is to end the fight as quickly as possible before half your team is poisoned or knocked out.

In the next section, just follow the path that snakes around to the northeast. When it leads to the west, look for a partially obscured chest. Walk behind the tree that is just southwest of the chest to get the treasure: **2,000s**. Go west to a T-intersection. To the south is a red chest. You can't open it yet, so go north instead and exit to the world map.

NOTE

An elusive red locked chest lies to the south. You are very close to being able to unlock it.

Meryod

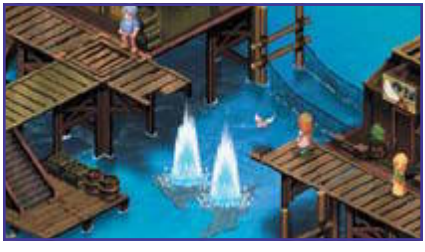

Armor Shop
Item Shop
Inspector for Thieves' Guild
Tavern
Nash
Bad Bridge
To Meryrod Forest
To Stadius Region (After Red Dragon)
Mia
1
Jessica and Kyle
Weapon Shop (After Red Dragon)

Walkthrough: Marius Region

Treasure Chests		
Number	**Contents**	**Notes**
1	Silver Light	Locked red chest

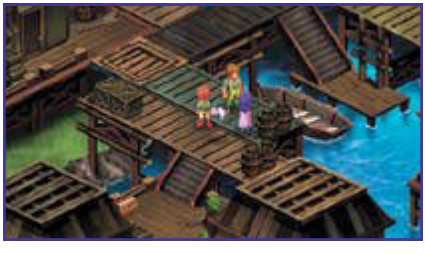
Meryod Item Shop	
Item	**Price**
Wrath Ring	12,000
Healing Fruit	200
Antidote	20
Cleansing Water	60
Angel's Tear	100

Locate the Inspector of the Thieves' Guild



Heal at Althena's statue. Walk up the stairs to the east and visit the shop if you want some good items like the Wrath Ring or Angel's Tear. The locals will warn you about the bridge leading southeast, but you have to give it a shot. Try to cross the bridge, but you won't make it very far before your whole party goes for an unplanned swim.

When Alex pulls himself from the river, he will be all alone. You notice Mia in the distance; it looks like some creep is hitting on her. Walk up the stairs and take the solid bridge to the west. Go into the house to the northwest to find Jessica and Kyle. When you arrive, it seems they are in the middle of a lovers' spat. Once they stop fighting, talk to Jessica and they will both rejoin your party.



Exit the house and go east, past another of those cursed locked red chests, and ascend the stairs to talk to Mia. After a brief chat, she will join your group, leaving Nash as the final missing person. To the northwest is an armor shop that has a few nice selections.

NOTE

Another red chest is right out in the open. Return here when you finally learn how to open them.

Meryod Armor Shop	
Item	**Price**
Steel Armor	2,400
Steel Shield	1,800
Mithril Bangle	1,000
Steel Helmet	1,360
Jade Hairpin	600

Backtrack to where Alex first emerged from the river and enter the tavern. The man who was blocking the entrance before has moved on. Go inside to find Nash already talking to the inspector of the Thieves' Guild. As usual, he is doing a pretty poor job of it.

Talk to Nash and let Kyle do his thing. Kyle takes care of business, but the inspector informs you that the real test is to retrieve an item from Damon's Spire. He will hand you the **Old Notebook.** Your next stop is Damon's Spire. Unfortunately, this means you must go through the Meryod Forest again! Stop by the armor shop, heal at the statue, and trek through the forest.

Go to Damon's Spire

Before you reach the forest's entrance, be sure Kyle is fully healed and save your game. A little surprise awaits you before you can leave these woods. Near the entrance is a petrified statue of Mel, but don't be fooled—this is not Jessica's father. It's a trap! It is up to Kyle to confront the imposter one-on-one.

Mini-Boss: Idol Mel

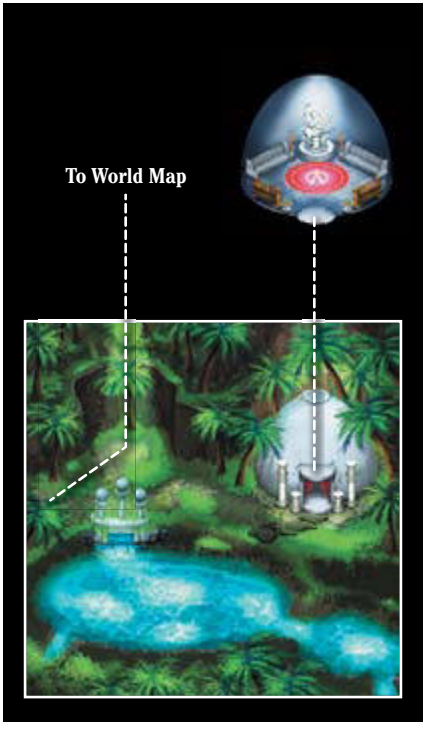
Boss Stats	
Recommended Level	20
HP	1,261
EXP	150
Attack	96
Defense	104
Agility	22
Wisdom	1
Resistance	1
Weakness	—

This fight is straightforward since you have only Kyle at your disposal. Also, this mini-boss does only minor damage. The first course of action is to use Power Up to boost your attacks. After Kyle gets his boost, use Power Slash every turn. Stone cold, Mel is weak to your attack, and it should take only five rounds to end the fight.

Walkthrough: Marius Region

This battle should not be difficult, but remember there is no healer to aid you. If you get dangerously close to being knocked out, use items to stay healthy. When the battle is done, take a quick diversion to Althena's Spring to heal.

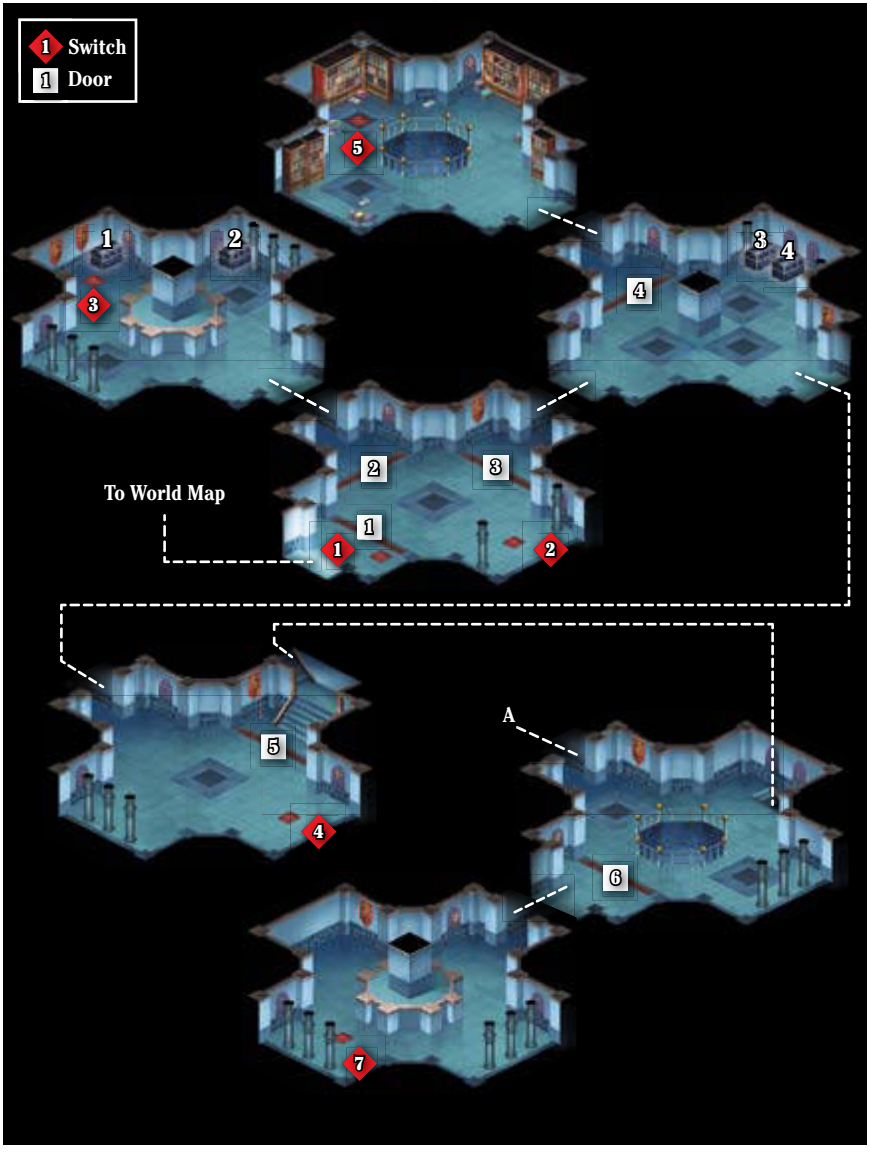
Althena's Spring



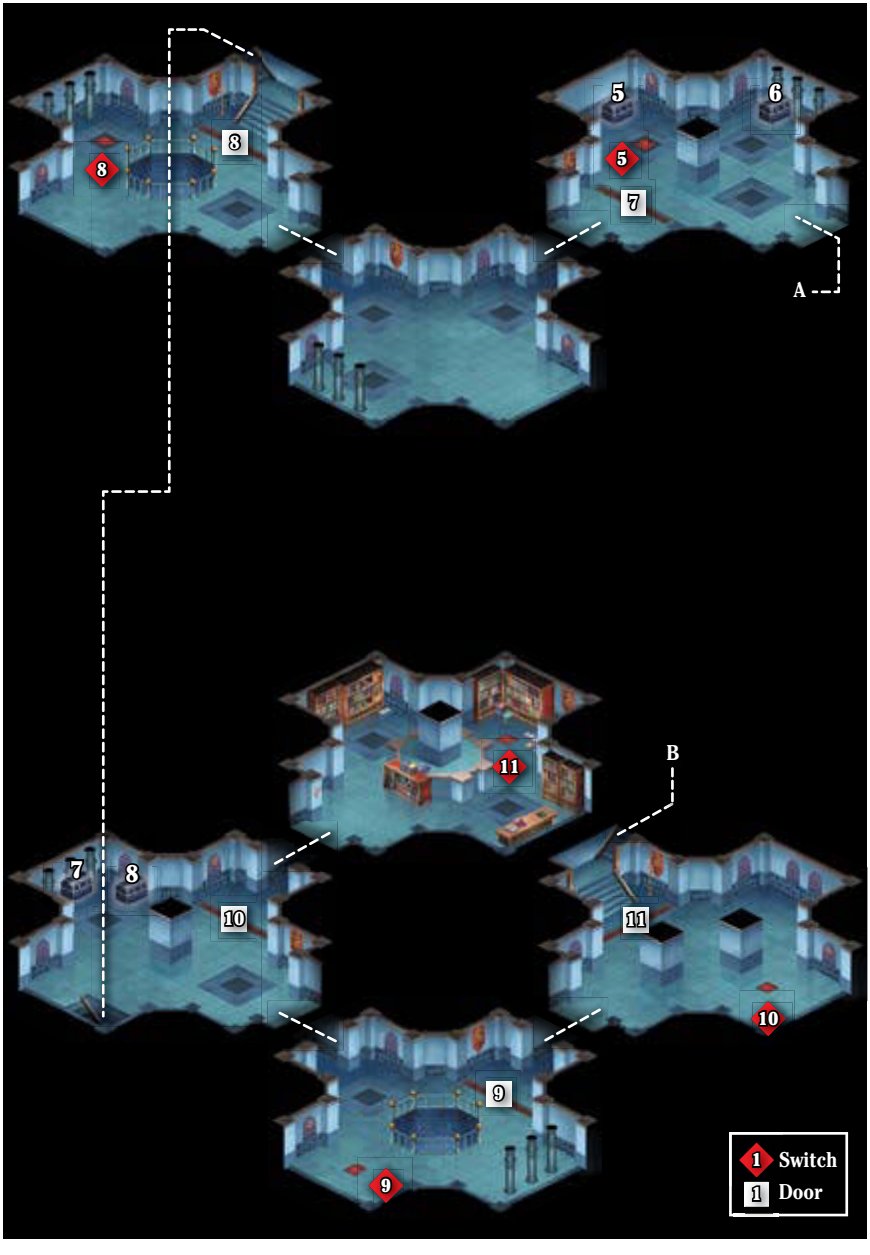
Splish Splash

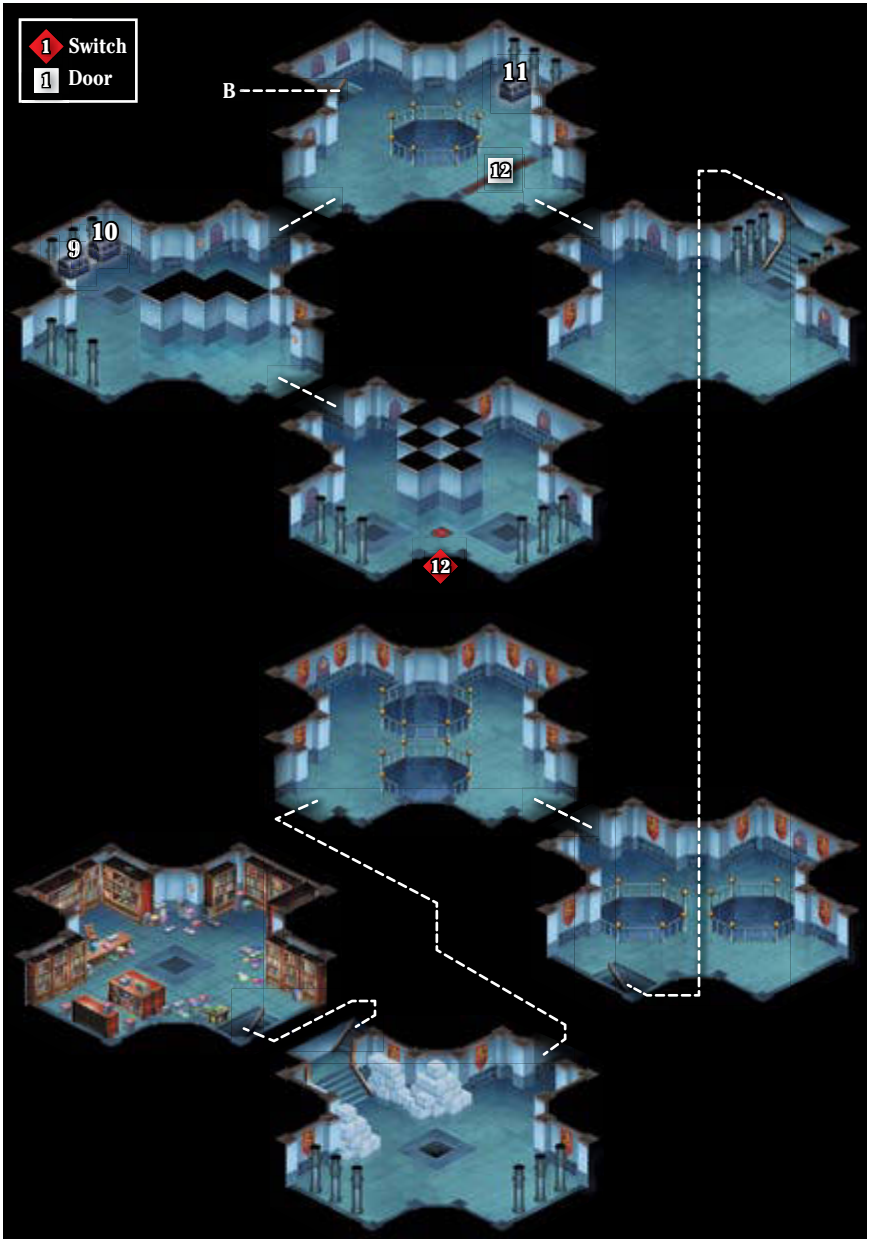
This area is completely optional, but it does contain some pretty interesting cinemas. Talk to the spring's caretaker; if you bought a bar of Soap on the *Orca*, he will let you use the spring. However, men and women are not allowed to bathe in the springs together, and this one is for men only. If the men in your party agree to take the plunge, you will lose your bar of Soap and be treated to a revealing movie of the men bathing. If this is your thing, go for it; if not, enter the small hut to heal and make your way to Damon's Spire.

Damon's Spire



Walkthrough: Marius Region




1 Switch
1 Door
B
11
12
10
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12

Walkthrough: Marius Region

Treasure Chests		
Number	**Contents**	**Notes**
1	Empty	—
2	Empty	—
3	Empty	—
4	Empty	—
5	Star Light	—
6	Star Light	—
7	Star Light	—
8	Ritual Garment	—
9	Spirit Bandanna	—
10	Star Light	—
11	Ice Pendant	—

Monster Stats				
Monster	**HP**	**EXP**	**Silver**	**Item Drops**
Mummy Clone	81	80	138	Healing Herb
Bat Knight	85	84	120	Healing Fruit
Hell Beast	150	90	230	Star Light, Healing Fruit
Evil Cyclops	200	86	250	Healing Fruit

First Floor

When you arrive you are greeted by Damon, and Mia will give him a quote from the notebook you received from the inspector of the Thieves' Guild. This will allow you passage to the first floor, but you must continue to pass his tests to gain access to the higher levels. In front of you is a red tile that you must step on in order to lower the barricade. The red tiles may drop one of the walls in a room that is offscreen. Follow these directions and refer to the map to make sure you hit these switch plates in the correct order.

Step on the red tile in front of you and then on the one to the east. The second switch will lower the wall to the west, so move in that direction. In the next room, you will find a couple of thieves trying to make their way through the tower. All the thieves aspiring to enter the guild have pilfered the treasure on this floor, so the first two chests you see are empty. Step on the red tile near the west wall and go back to the first room.

With the barrier gone, go northeast to the next room. A couple more thieves and two more empty chests occupy this room. Exit to the southeast and step on the red tile in that room. Go back where you just came from, and the barrier will be gone. Continue northwest to the last room on this floor, and step on the red tile. Backtrack all the way southeast and try to go up the stairs. Each time you attempt to go up to the next level, Damon will test you. Mia has the correct answer, and she will bail Nash out if you choose him.

Second Floor

This floor is where the tower starts to get interesting. The thieves below could never make it this far, so the chests will retain their treasures. Also, each successive floor has more difficult monsters than the one before it. The first monster to greet you is the Mummy Clone. These almost cute little monsters do very little damage, so don't waste your magic. Even in large groups, they pose very little threat. However, it is worth noting that Nash's Riot is a low-cost magic spell that can wipe out these foes in one attempt. After you tackle a few of these pint-sized foes, go northwest to the next room.

Both chests in this room hold a **Star Light**. You will also encounter the Bat Knights on this floor. They can attack twice per round for minor damage, but their Fly Tackle can cause some moderate damage. Fortunately, they are also weak to lightning attacks, so Nash can wipe them out even when they are mixed with the mini-mummies. Step on the red tile and return to the previous room.

Go southwest and battle through the monsters to reach the red tile. Step on the switch and backtrack to the last switch you hit to the northwest. From this room, go south to a new room and exit to the northwest. Finally, step on the last red tile for this floor to remove the wall. When Damon asks you his question, choose to put your faith in Nash.

Third Floor

There are some big, brutish Hell Beasts on this floor, and they are not to be taken lightly. Their melee attack does fairly high damage and so does their Lightning spell. To make matters worse, they are resistant to magic. This means it is up to Alex and Kyle to exploit their physical weakness. Use Power Slash and Sword Dance when they are in large groups, or you will have a very tough time.

In this first room are two chests that contain a **Star Light** and a **Ritual Garment**. This is a great piece of gear for Jessica, so equip it now!

Walkthrough: Marius Region

Go southeast to the next room and step on the red tile. This drops the barricade in this room, so travel northeast to the next room. This room is full of Evil Cyclopses. Mia and Nash's magic is a lot more effective on these creatures, so Riot and Flame Circle can be very useful. The Evil Cyclops's Petri Gaze attack doesn't connect very often, but it can petrify your allies. Use Jessica's Purity Litany to cure stoned characters. When all the Cyclopses have fallen, hit the red switch and head back to the first room.

The wall is now gone, so proceed northeast to the next room, which is filled with books. Step on the red tile and backtrack to where you fought the Evil Cyclops.

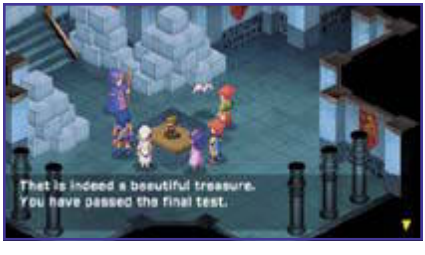
When you return to this room, the monsters will be gone and you'll find a man who appears to be in pain. Even though the ruffian asks for healing in a very curt way, tell Jessica to heal him anyway. This turns out to be another test of Damon; if you heal the ruffian, he will allow you to pass.

Fourth Floor

To the east is a chest that contains an **Ice Pendant.** This is a great item that adds defense and halves Thunder and Fire damage. Exit southwest to a room full of Evil Cyclopses. There are also two chests to the west; one holds a **Star Light** and the other has a **Spirit Bandana.** Nash is the only character who can use the Spirit Bandanna, so equip him with it now. Exit this room by following the wall to the southeast.

Hit the switch in this empty room and backtrack to the first room. This time around, go through the east exit that is now accessible. Damon appears in the next room and asks you to surrender the least helpful character as his prisoner. Keep choosing the second dialogue option to refuse to give up anyone. If you surrender anyone from your party, you will have to fight a group of monsters to teach you about teamwork.

Fifth Floor



The next floor is unusually peaceful. There are no monsters to wade through, which allows you to casually stroll northwest to the next room. The second room is also empty, and you can continue undisturbed to the southwest. Damon will greet you in the last room and ask you to sculpt a priceless treasure. Of course, each character has their own idea of what is priceless, and you should let them all take a turn to see what they create! Choose the top answer to let them try; when you are bored, select the bottom answer each time.

Sixth Floor

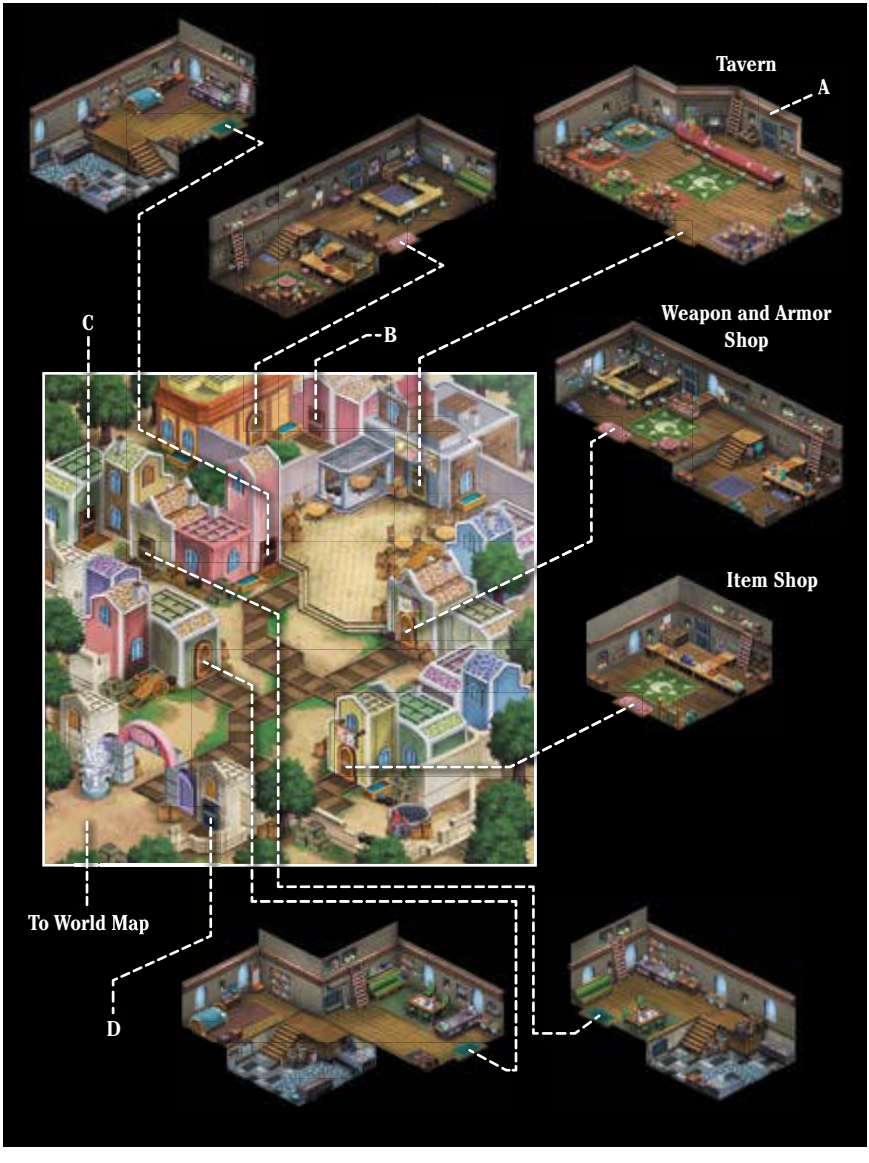
When you finally enter Damon's chamber, he will hand you the **Thieves' Guide.** Because you passed all his tests, you are free to read any of the books in his private chamber. There are some great story insights in these tomes, so check them out. When you are done, you must return to Reza. The easiest way back is to have Jessica cast Return Litany to travel to the bottom of the spire.

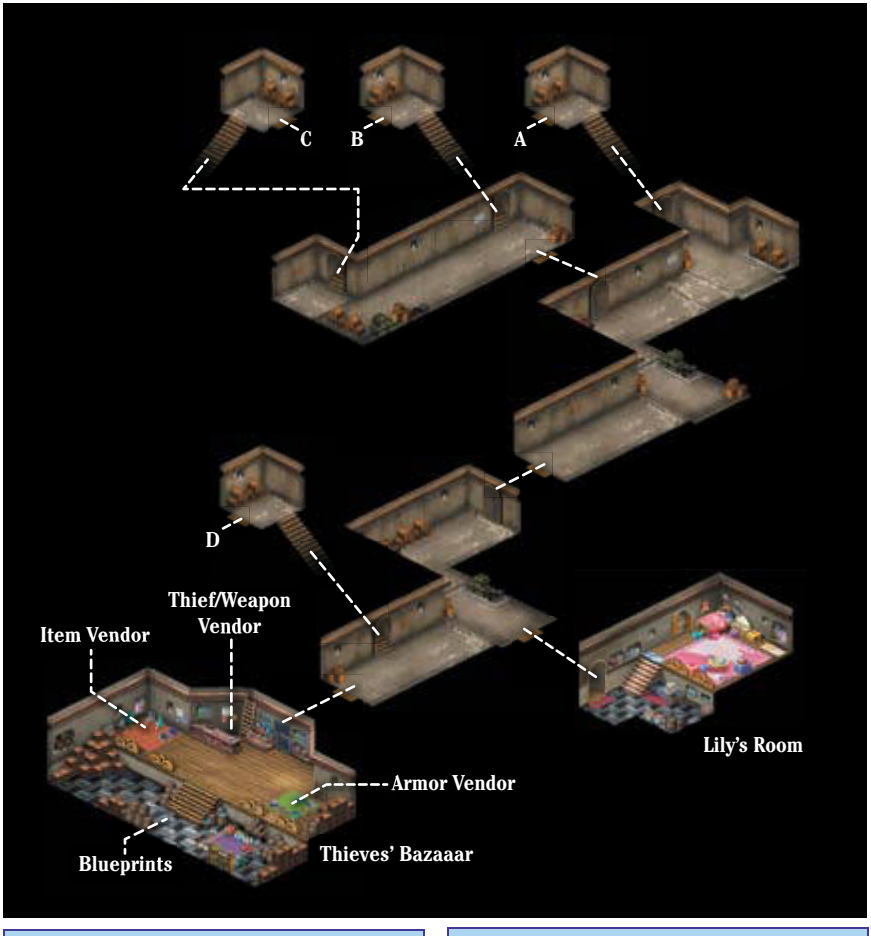
Return the Notebook

If you're up for an errand, you can go through Meryod Forest to give the Old Notebook back to the inspector of the Thieves' Guild in Meryod. In exchange for the book, he will give you a **Silver Light.** It is a long trek for one item, but there are not that many battles, especially if you flee from foes. To make things easy, simply use Flash Cut or Power Sweep to take out monsters in one round.

Walkthrough: Marius Region

Reza Revisited





Thieves' Bazaar Weapon Vendor	
Item	**Price**
Ice Brand	4,000
Ice Mace	4,400
Battle Bow	4,600
Icicle Staff	3,600

Thieves' Armor Vendor	
Item	**Price**
Steel Armor	2,400
Acuity Robe	3,600
Steel Shield	1,800
Crystal Armlet	1,200
Steel Helmet	1,360

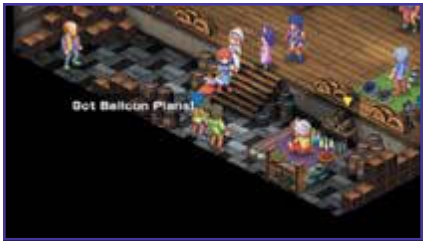
Walkthrough: Marius Region

Thieves' Item Vendor	
Item	**Price**
Healing Fruit	200
Star Light	100
Angel's Tear	600

Join the Thieves' Guild

Heal at the statue by the entrance and go to the tavern. Talk to the bartender to get the **Thieves' Crest**. The crates at the end of the bar disappear, and the door in the back unlocks. The path to the Thieves' Bazaar is tricky due to the one-way exits and looping room.

Go down the stairs and walk to the southwest exit. From there, walk southwest and enter the door to the southeast. Talk to the little girl and agree to play with her later. Exit the room and continue to the southernmost doorway and enter the Thieves' Bazaar. Talk to the man in blue who is to the door's left. This familiar fellow is the thief who took your Dragon Wings. After he finds out who you are, you will receive the **Dragon Wings** back, and you'll get **Soap** for your troubles. Talk to the thief again if you want to buy magical



weapons, especially Ice-augmented ones. There is also an item and armor vendor down here.

When you leave the bazaar, you hear a young girl in distress. The party automatically checks it out, but you are too late to save her. Go back to the bazaar and talk to the girl's father and the blue-haired man at the bottom of the stairs to get the **Balloon Plans**.

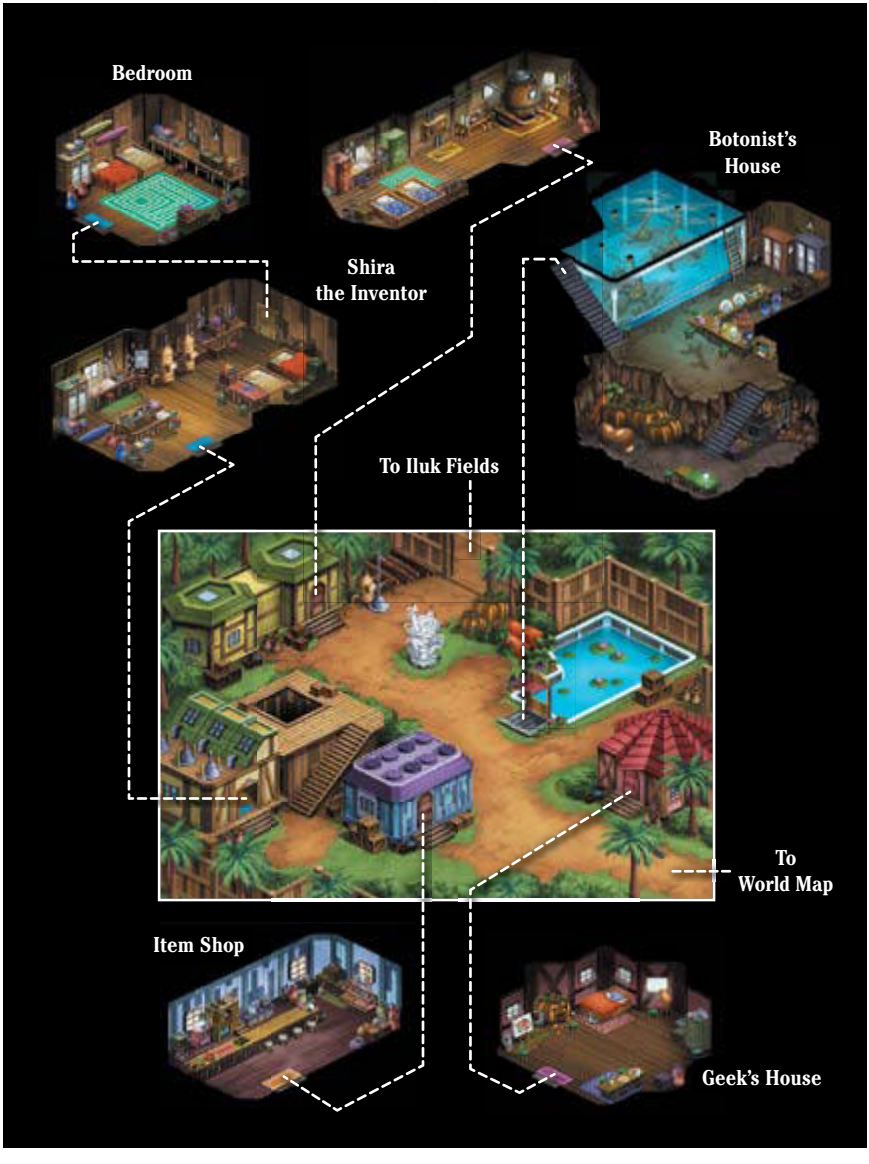
Seek out the inventor in Iluk; he is the only person who can make sense of the blueprints. Backtrack out of the tavern and open your first red chest just east of the entrance to get a **Silver Light**. Since you got your Dragon Wings back, you can warp around and open all the other red chests at your convenience. When you are done collecting treasure, make your way to Iluk.

Red Chests and Other Errands

There is one other benefit to being part of the Thieves' Guild: You can now open all of those locked red chests! Take the time to do it now while the items will have the most value to you. Check out the Red Chest Guide on page 215.

While you are warping around, this is a good time to run another collection errand. Go to Althena's Shrine and step inside. Take the stairs on the right side that lead to the top level. Talk to the "girl," who is Jessica's biggest fan, to receive **Jessica Bromide 1**.

Iluk

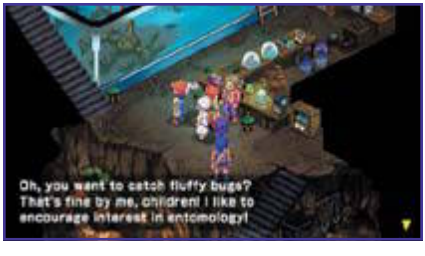

Bedroom
Botonist's House
Shira the Inventor
To Iluk Fields
To World Map
Item Shop
Geek's House

Walkthrough: Marius Region

Iluk Item Shop	
Item	**Price**
Mithril Bangle	1,000
Healing Fruit	200
Antidote	20
Cleansing Water	60
Warp Wing	100

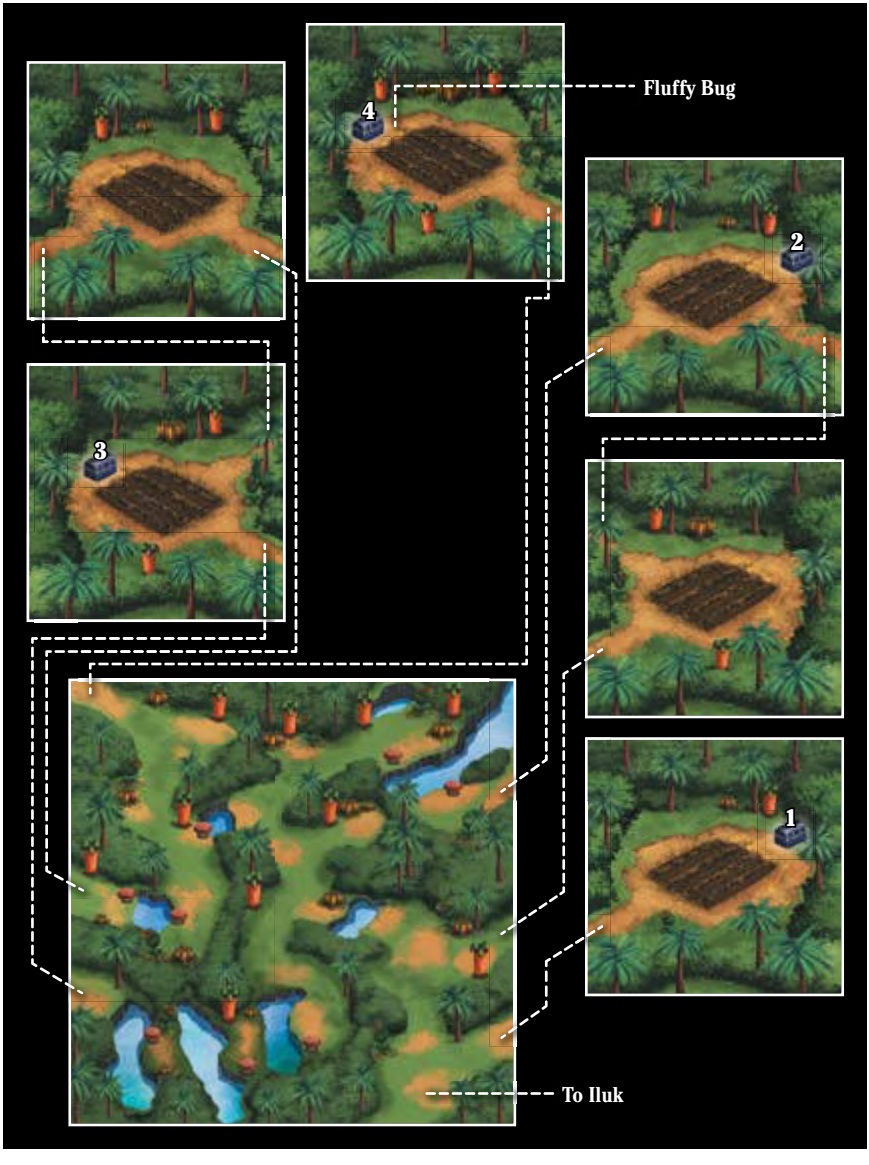
Building a Balloon

Walk west past the item shop to the house with the green roof and staircase out front. Enter the abode and talk to Shira, the person who created the balloon plans. When you give the plans back, he offers to make the balloon but he needs a few things to make it fly. Seek out the botanist to find the Fluffy Bugs he requires.



Exit the house and go north to a set of stairs in front of a pool. Walk down to chat with the botanist and get permission to go into the fields. Exit the basement laboratory and go through the open gate to the northeast.

Iluk Fields



Walkthrough: Marius Region

Treasure Chests		
Number	**Contents**	**Notes**
1	Healing Ring	—
2	Spirit Hairpin	—
3	Crystal Bangle	—
4	3,000s	—

Monster Stats				
Monster	**HP**	**EXP**	**Silver**	**Item Drops**
Man Eater	144	144	154	Star Light
Puffy Bug	175	86	150	Star Light
Evil Image	196	147	143	Star Light
Fluffy Bug	100	120	235	—

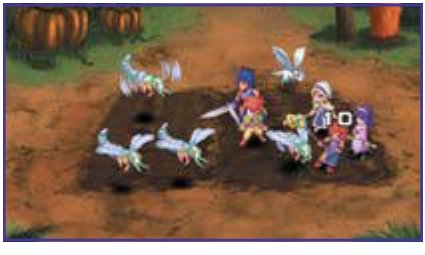
TIP

This is a good spot to level up! The monsters give out a decent amount of experience and money, and this area is very close to a replenishing statue.

Catch a Fluffy Bug

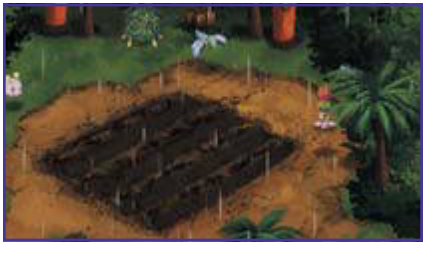
A Man Eater is patrolling the entrance, so take it out. These are a lot harder to kill than their previous incarnations, and their Poison Fang attack can do moderate damage while poisoning you. Use Flame Circle or Riot to weaken them, and have the rest of the party use normal attacks.

Go east to enter the next section for a little treasure hunting. This open field has Puffy Bugs that do a low amount of damage, but they excel at putting your party to sleep. Use Nash and Mia's magic to weaken them and take them down before your group is snoring. When you finally rid this section of monsters, open the chest to get a **Healing Ring.** Before you backtrack, examine the giant carrot to the left of the chest.

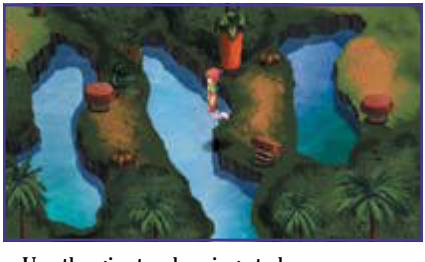


Return to the entrance and go north this time. The Evil Image insects will probably swarm you. Their Killer Sting is not that harmful, and their toughness is a lot lower than other monsters in this area, so defeat them with normal attacks unless they are in large groups.

In the same spot, you will find the Fluffy Bug (among a group of Puffy Bugs) that you are looking for. Unfortunately, it will escape before you even get a chance to catch it. The Fluffy Bug will make a mad dash to the northeast. Follow it! Battle through the monsters in this section and go northeast.



To the north is a chest that is hidden behind a tree's foliage. Open this chest to get the **Spirit Hairpin.** Have Mia equip this item to get a Defense and Wisdom boost. Attack the pink Fluffy Bug again only to watch it escape to the southwest. Continue after the elusive insect.



Use the giant red springs to bounce across the water to the west. Battle your way south to a series of red springs. Use them to go west and exit to the next section. This field is filled with monsters and has a chest that holds a **Crystal Bangle,** which is great for Nash. Grab the treasure and journey northeast.

Once again, the pink Fluffy Bug entices you into battle. Fight it here but know that it will escape no matter what you do. Follow it southeast to the next section. Bounce on the springs but do not use the next set of springs! Instead, go northwest to the last section. Open the chest in this location to find **3,000s,** and battle the Fluffy Bug once again. Shockingly, it will escape from battle. However, Kyle will show you how to tame the wild thing and finally collect the **Fluffy Bug.** Use Return Litany and bring the insect to Shira.

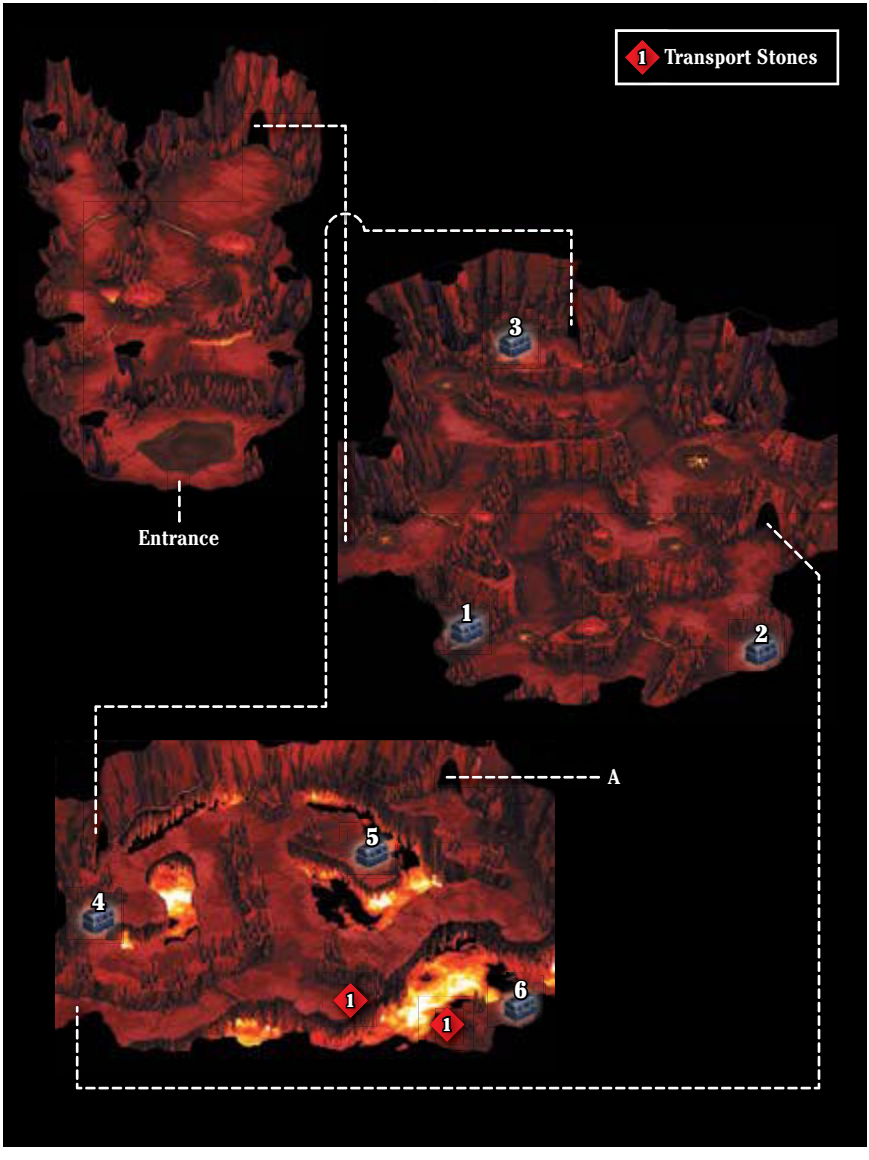
After a good night's sleep, you awake to find the balloon completed. Heal and save your game, then talk to Shira when you are ready to go to the Red Dragon Lair.

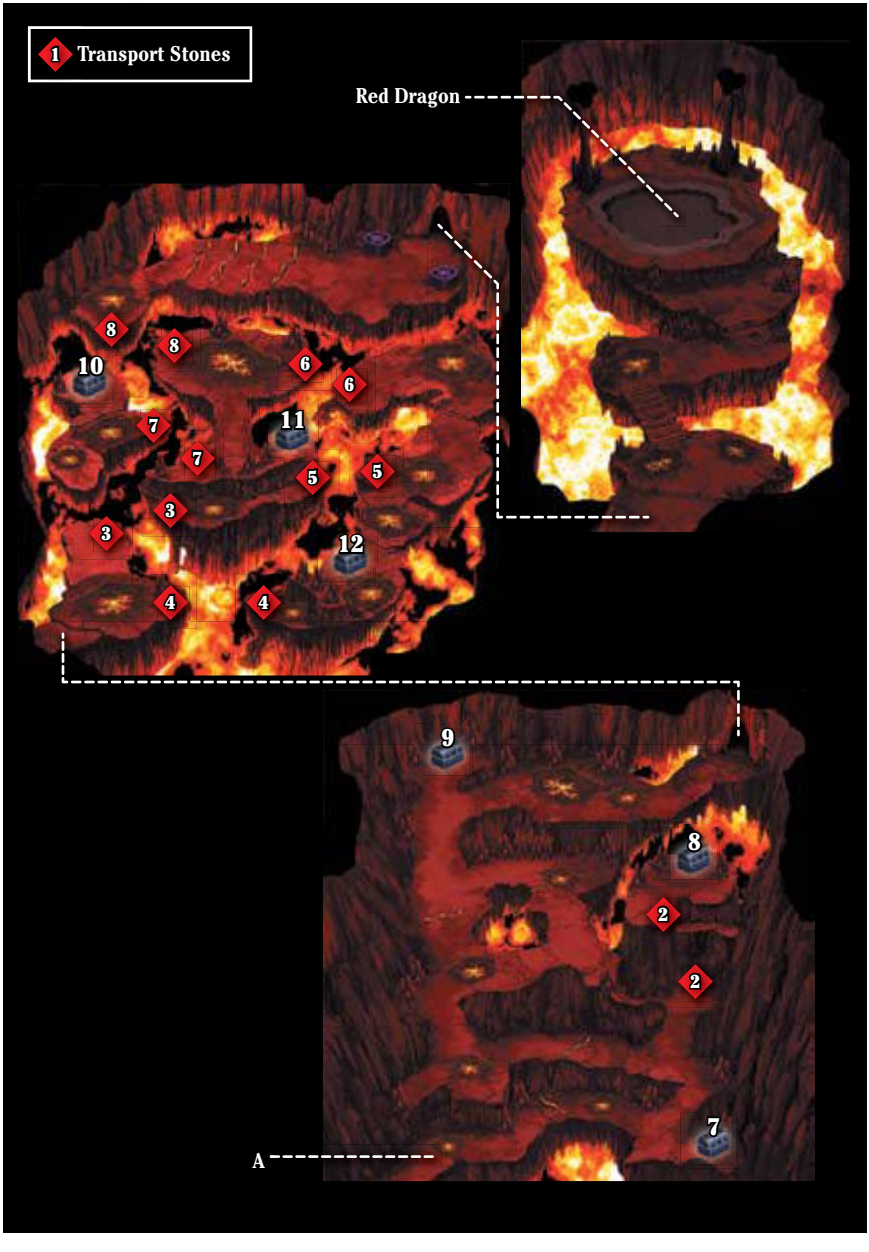
CAUTION

When you hop on the balloon, it is a one-way trip to the Red Dragon Lair. You must fight to the cave's end, so make sure to save and get the Ice weapons from the Thieves' Bazaar before you take flight.

Walkthrough: Marius Region

Red Dragon Lair




1 Transport Stones
Red Dragon
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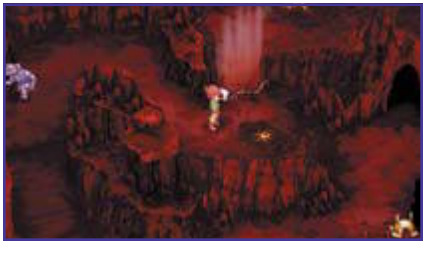
Walkthrough: Marius Region

Treasure Chests		
Number	**Contents**	**Notes**
1	Star Light	—
2	Star Light	—
3	Barrier Ring	—
4	Star Light	—
5	Star Light	—
6	Rainbow Tiara	—
7	2,000s	—
8	Star Light	—
9	Angel Ring	—
10	Star Light	—
11	Star Light	—
12	10,000s	—

Monster Stats				
Monster	**HP**	**EXP**	**Silver**	**Item Drops**
Blob Slime	246	140	188	Star Light
Fire Wisp	310	155	323	Star Light, Healing Fruit
Burner	260	145	312	Healing Fruit, Star Light
Scorpion	260	150	227	Antidote, Star Light

Find the Red Dragon



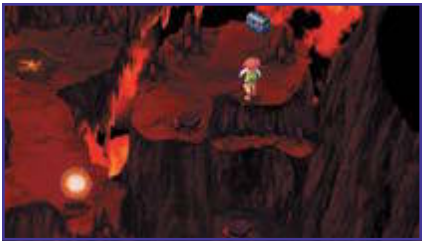
The steam emanating from the floor will cause a small amount of damage, but it is preceded by several puffs of warning smoke. Wait for the fissure to erupt and pass over when the steam subsides. Also look out for the round areas with yellow showing through. These sections will also burn you. Go northeast and enter the first main area of the cave.

The first foes you encounter are Blob Slimes. They don't cause a lot of damage, but they are tough to get rid of. You can take them out with normal attacks, but it will require several rounds of combat. Use Nash's Riot when they are in larger groups to speed up their demise. Make your way north, then follow the path east. The path will snake to the southwest, and eventually you will find a chest tucked into a wall by a steam vent. Open the chest to find a **Star Light,** and then go northeast to the next chest containing another **Star Light**.

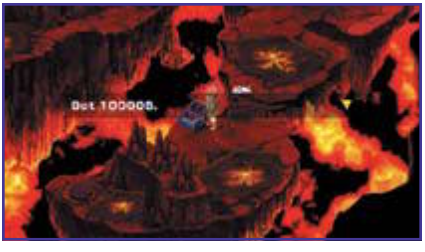
Continue northeast and exit to the next section. Go east and you will run into the Burners. As their name suggests, they have a fiery Flame Rush attack that can hit several characters. Soften them up with Riot or with an ice attack from Mia; then have the rest of the party finish them off. Go to the path's end and step on the round stone to get launched to the lava's other side. Open the chest here to claim the **Rainbow Tiara** and then return.

Make your way north this time, and head east to find a chest containing a **Star Light.** Lurking around this chest is a Fire Wisp. They can teleport and erupt from the ground anywhere to attack you. Use Mia's Ice spells to deal heavy damage and pick them off one at a time.

Run west and you may run into the Scorpions. Physical attacks do low damage, but Mia's Flame Circle hits them surprisingly hard. Concentrate the group's attention on them before they poison the entire group. Before you depart to the west, go south a bit to find a chest containing a **Star Light.** In the next room, grab the **Barrier Ring** from the chest and return.



When you are back in the previous room, go south and take the first intersection to the east. Battle a few Burners and go east, following the path to an exit in the north. In this room, go east to find a chest containing **2,000s.** Make your way north and step on another of the round transport stones to reach a ledge with a chest that holds a **Star Light.**



Use the rising stone to return from the ledge above and go west across a fissure. Make your way due north and step across another crack to reach a chest containing an **Angel Ring.** After collecting the prize, run east to the next section. The master of the cave will embrace you if you pass his trial. Go north and use the rising stone. Head to the east and use another rising stone. To the south is a chest with **10,000s**!

Walkthrough: Marius Region

Go north, and then head slightly west to another stone near a Fire Wisp. Battle a few Burners and go south to collect a **Star Light** from a chest. Make your way west to step on another stone and find the last chest to the north, which holds another **Star Light.** Return to the other platform via the rising stone and go north. In the northwest corner, there is a final transporting stone. Heal, save your game, and dash across the flaming floor.

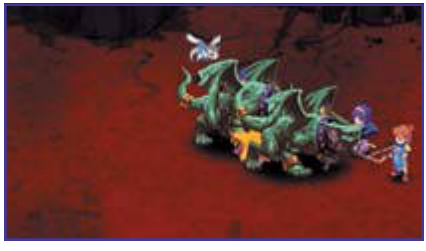
Boss: Bronze Dogs

Boss Stats	
Recommended Level	25
HP	3,000
Attack	119
Defense	47
Agility	32
Wisdom	121
Resistance	52
EXP	4,000
Weakness	Ice

Boss Attacks	
Beak	A normal attack that does minor damage
Fire Ball	Fire attack that hits a single character for massive damage
Heat Rush	The boss is engulfed in flames and will attack the whole party for minor damage.

TIP

This boss consists of multiple dogs. One effective strategy is to isolate one of the dogs and focus all your attacks on it until you defeat it. This lessens the number of threats as soon as possible.



The boss's bite attack is the least of your worries. The only way this becomes a problem is if your team is dangerously low on health. After a Fire Ball attack, the boss tends to single out the character who took the damage and then adds insult to injury by biting them. This two-move combo can be enough to knock out one of your allies, so be cautious about how low your health gets.

Fire Ball is the biggest problem in this fight. It does a lot of damage, and if a character is low on health, they will be knocked out. The attack is preceded by the boss breathing fire. Because of its massive impact, make sure your key characters are healthy and consider protecting them with Mia's magic.

When flames surround either monster, it will do the Heat Rush attack. Unlike the Fire Ball move, this does relatively low damage. These weaker attacks give you the chance to have the entire party attack or catch up on healing. If Jessica falls behind in her healer role, use items to keep everyone going strong.

Start the fight by reinforcing Alex with Vigor and boosting Kyle with Power Up. For each round, they should use Sword Dance and Power Slash, respectively. These are the toughest bosses you have faced, so don't hesitate to use your Arts attacks! Kyle's Shine Blade Arts attack is extremely powerful.

Have Nash cast his strongest lightning attack—Electroshower. The boss is not weak to electrical attacks, but it has a ton of hit points and it is best to hit it with everything you have.

Jessica's role is primarily as healer. Have her cast Divine Litany from the start to restore a small amount of HP every turn. During the battle, use her to heal as necessary, but you can also use her to deal damage, as she has pretty powerful normal attacks. If her Arts gauge is full, use Ire Sledge.

Mia should take advantage of their weakness to ice and cast either Blizzard or Ice Geyser, depending if you are trying to tackle them both or take them down one at a time. She is one of the main damage dealers in this fight, so keep an eye on her health. She can use Endow Shield if anyone in the party is taking a beating, and have her cast it on herself too. If her Arts gauge is full, you might want to use Mist Barrier to increase the defense of the entire party.

Walkthrough: Marius Region

After you defeat the boss, go north to the Red Dragon's Lair. After a cinema, the Red Dragon will give you a gift—the **Dragon Shield.** Also it will bestow upon you a new skill, Dragon Wrath. This is an extremely powerful fire attack that burns all enemies. Use Return Litany and hop aboard the balloon. The flying machine isn't that reliable, and you will make an unplanned landing in Reza.

Reza Revisited

Crash Site

After your unplanned landing, your party will lose the balloon. Speak to Laike to find out that the bridge you broke in Meryod has been fixed. He will also mention that you must seek out the Blue Dragon in the Stadius Region and that you can now reach it from Meryod. The gray-haired man next to Laike will tell you that the balloon was taken to the bazaar. You can't get it back now, so use the Dragon Wings to warp to Meryod.

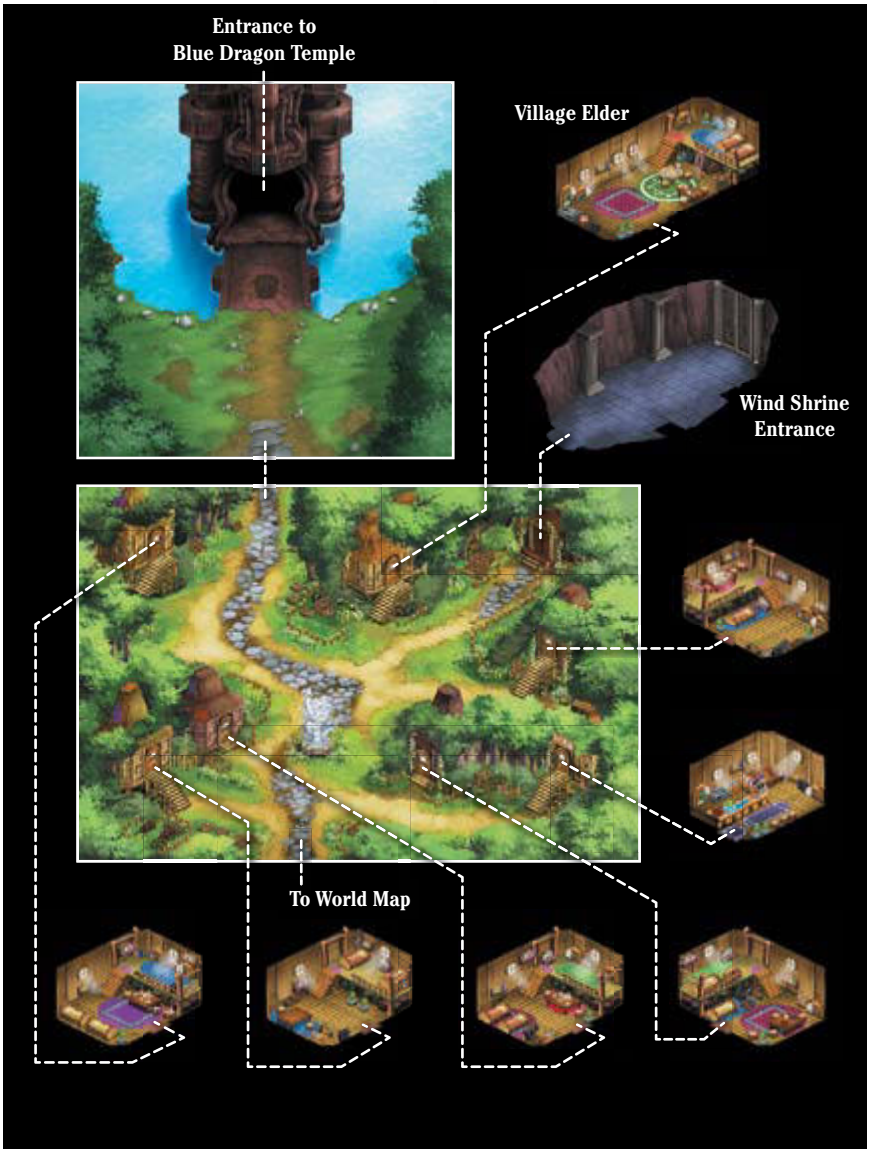
Meryod Revisited

Meryod Weapon Shop	
Item	**Price**
Warrior Sword	9,000
Surge Mace	7,600
Great Bow	8,400
Wisdom Staff	8,600

Go to the Stadius Region

Heal at Althena's statue and cross over the repaired bridge. There is a weapon shop with great gear, so stock up if you want. When you are done, exit to the world map and choose the city of Lyton.

Lyton


Entrance to
Blue Dragon Temple
Village Elder
Wind Shrine
Entrance
To World Map

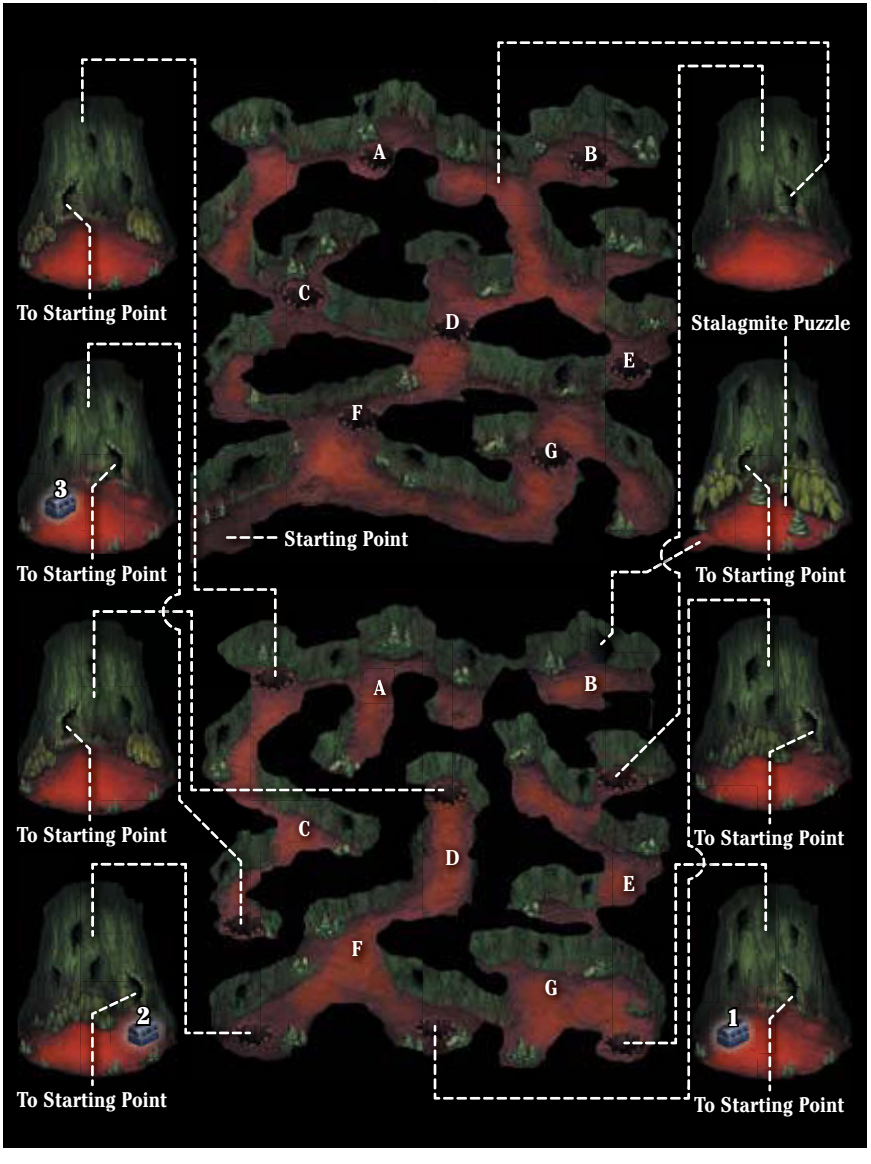
Walkthrough: Stadius Region

Lyton Item and Armor Shop	
Item	**Price**
Warrior Armor	4,800
Warrior Shield	3,600
Rainbow Armlet	2,400
Warrior Helmet	2,600
Healing Fruit	200
Angel's Tear	600

Locate the Blue Dragon

Lyton is a musical village, but it has seen better days. The wind that carries song through the city is off-key. To the northeast is an armor and item shop. Upgrade your gear and go north of Althena's statue, up some stairs, and to the house of the village elder. Walk up to the second level and speak to the gray-haired man to learn of the town's plight. These folks can summon the Blue Dragon only during a festival, and that is impossible until its song is restored. Exit the house and go northeast into the Wind Shrine.

Wind Shrine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Walkthrough: Stadius Region

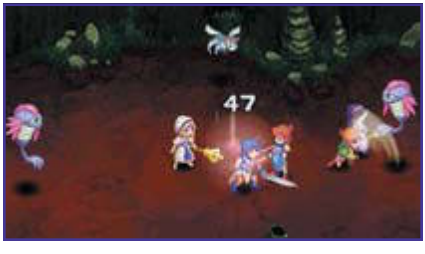
Treasure Chests		
Number	**Contents**	**Notes**
1	Sage Robe	—
2	Star Light	—
3	5,000s	—

Monster Stats				
Monster	**HP**	**EXP**	**Silver**	**Item Drops**
Giga Ant	203	190	116	Healing Herb
Brainpicker	340	200	186	Healing Fruit
Hobgoblin	250	195	229	Holy Water
Spark Eye	350	195	350	Healing Fruit

Find the Cause of the Musical Disturbance

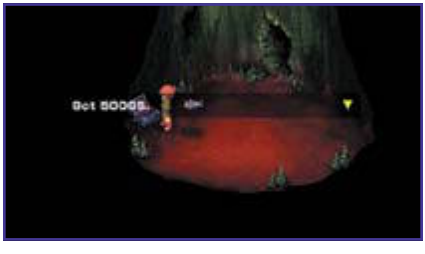
This can be a frustrating experience due to all the pitfalls, which make it a game of trial and error. Check out the detailed maps to see where each of the holes and the cracked ground will take you. After you step on some broken areas, it becomes a hole. What makes this area especially time-consuming is that whenever you fall to the bottom, into a single room, you will be transported to the very start of the dungeon. This walkthrough will guide you to all the treasures as efficiently as possible.

Go east and turn north at the path's end, where you will fall through your first crack. In this section, you will probably find several Giga Ants. These do very little damage, but they can take a while to destroy. If you want to conserve MP, use normal attacks during this long fight.



When you land below, you will encounter several Brainpickers. Their normal attack is nothing to sweat, but their Brain Bomb can hit several characters for moderate damage. When they are in a mixed group with the Giga Ants, target them first. They are weak to Nash's and Mia's magic, so use Riot or an ice spell to take them out fast. Go east and jump down the hole to reach a chest containing a **Sage Robe.** Equip this on Nash, and enter the cracked wall to the north to warp back to the starting point.

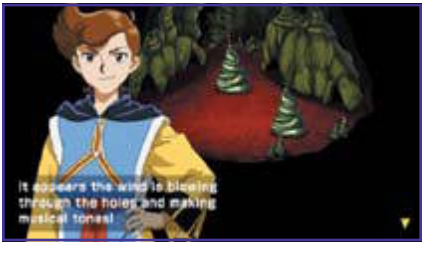
Go north this time and battle the Hobgoblins. Afterward, step on the broken ground to fall to the next level. Go north to the path's end, and drop down the hole. Get the **Star Light** from the chest and go through the crack in the wall to the west.



Starting from the entrance again, go north but follow the path to the west instead of going into the hole you just used. Follow the path as it curves back east and step on the broken ground in the center of the intersection. When you fall through, head south and step on the cracked ground to drop to a room with a chest containing **5,000s.** Leave this room and once again go to the starting point of the dungeon.

Now that you have collected all the treasure, it's time to get out to make some real progress. Follow a path similar to the previous one by going north and taking the west curve to the hole you just fell through. This time, avoid the hole and go east. Continue east, passing up a piece of cracked ground to the north, until the path dead ends. From this point, go north and step on the broken ground.

When you land, you will probably run into Spark Eyes. They are weak to Nash's Riot spell, and they take a lot of damage from physical attacks. Their melee attack is a moderate shocking assault. Their Evil Eye attack can be a problem, but you should be able to destroy them before they use it.



Head north to an alcove with cracked ground and fall to the room below. When you go through the severed wall, you will go to the entrance. Go east to the next patch of crumbling ground, then go through the tunnel exit to the north to finally be done with the holes. This final room is a puzzle. You must push the two stalagmites over the proper holes.

Walkthrough: Stadius Region

Save your game in case you get too close to the northern exit. Do not exit to the north or you will be sent to the entrance! If you push the big stalagmites into a corner or make a mistake, exit the room to the southwest to reset. Once you put the stalagmites in the right spot, you will get a message from Nall. Start by pushing the stalagmite on the left to the first hole atop the left wall, as shown in the screen.

For the next stalagmite, simply push it along the same wall to the left and into the bottom hole. After you put both rocks in place, Nall will say, "You fixed it." The music to the game sounds the same, so just take his word for it. Go through the northern exit, and when you warp to the entrance, leave the dungeon. Heal at the statue and return to speak to the village elder.

TIP

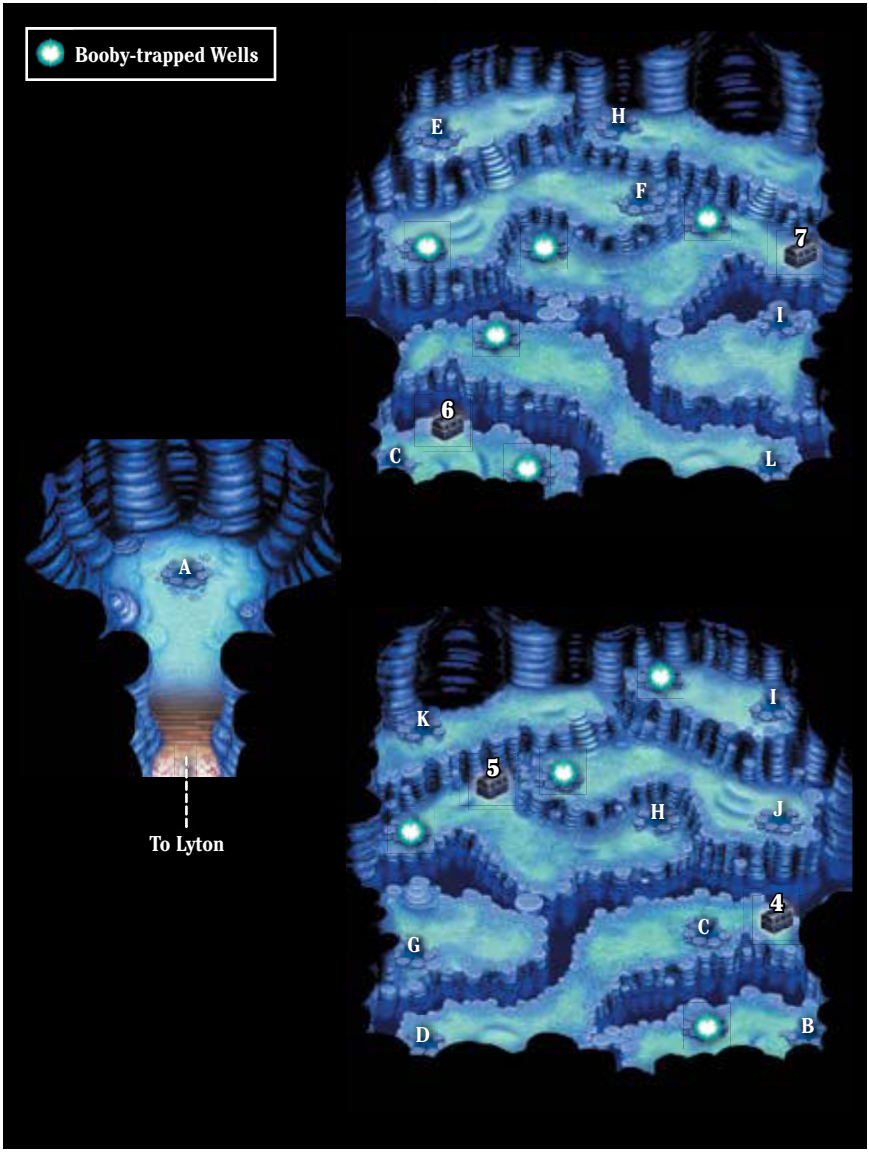
This is another great spot to level up. The monsters give out a lot of experience and cash, plus the healing statue is just outside the entrance.

Summon the Blue Dragon Temple

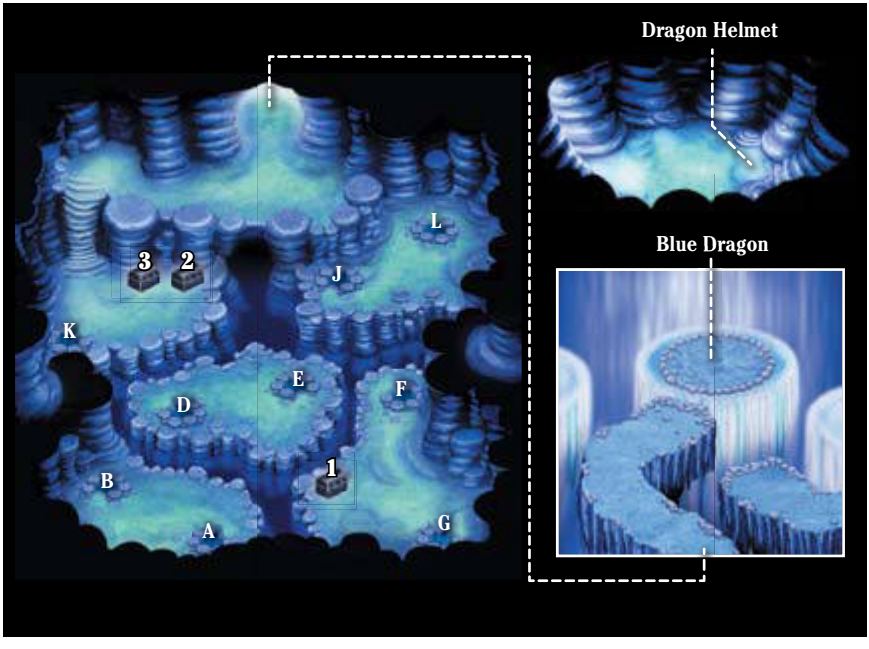
With the song returned to its full glory, the village elder will tell you to go north to Lyton Lake, where you'll find the Blue Dragon Temple. The key to accessing the temple is a song that is sung by two lovers.

Exit the village to the north and talk to each character team to coax them into singing. Both will do a pretty bad version of the Goddess Hymn. It is up to Alex to make the temple appear. When prompted, select the second dialogue option to play a song for Luna. The entrance will rise from the water. Prepare your party and step inside.

Blue Dragon Temple



Walkthrough: Stadius Region



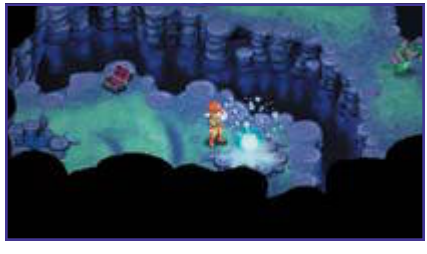
Treasure Chests		
Number	**Contents**	**Notes**
1	Lapis Tiara	—
2	Angel's Tear	—
3	Pleiades Bangle	—
4	Chiro's Tail	—
5	Angel Ring	—
6	Dragon Armlet	—
7	10,000s	—

Monster Stats				
Monster	**HP**	**EXP**	**Silver**	**Item Drops**
Deep Slime	314	235	140	Antidote
Aqua Genie	292	240	312	Healing Fruit
Razor Quill	377	245	280	Healing Fruit
Aqua Entity	268	235	150	Healing Herb

Speak with the Blue Dragon

TIP

There is no boss at the end of this temple, so don't hold back with your skills/magic.

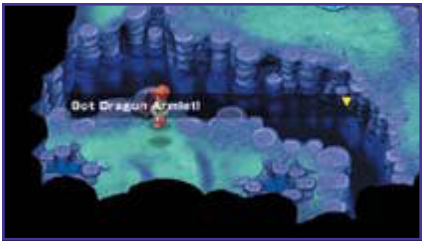


Walk up to the first well and go around to the open side in the back, where there are no rocks. These wells are actually transport pools, which will be your main means of travel in this temple. Check the map to see which ones

are traps and where the others connect. If you enter a booby-trapped pool, there is a one-time fight against Aqua Entities.

The Aqua Entities are water elementals; they are weak against electric and fire attacks. Use lightning or flame magic to exploit their weakness, and finish them off with normal attacks from the rest of the team.

The first pool will place you right next to a couple of monsters. The Deep Slime deal a lot more damage than previous blobs, so take them seriously. Do not try to duke it out with them, or be prepared to suffer a lot of cumulative damage. Mia's Flame Circle is a low-cost magic spell that will weaken them quickly due to their aversion to fire.

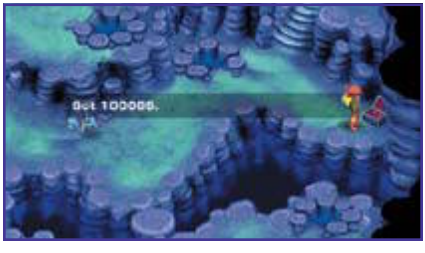


Go west to the next well and hop in. Walk to the west and pass the first well. Continue northeast to find a chest with a **Chiro's Tail**. Enter the well to the east of the chest. This next small platform has some Deep Slime and a chest with a **Dragon Armlet.** Equip this item on Mia and go back through the same well; avoid the other well—it's a trap.

After you emerge, go southwest and hop in the well. You arrive at a small platform. A group of Deep Slime and Aqua Genies will be hard to avoid. The tall reptilian genies have an Aqua Stream attack that hits all characters in the path of its beam. While this is not an overly damaging attack, it can hurt your entire party. They are weak to lightning, so Nash's Riot should be your first choice. After you defeat the foes, go into the pool to the east.

Walkthrough: Stadius Region

Go down the stairs and fight your way to the east well. After you emerge, go southwest to find a chest containing the **Lapis Tiara,** which is great for Jessica. You will probably be forced to fight the Razor Quill near this chest. They have a Spin Rush attack that does minor damage to the party, but they are weak to Nash's and Mia's magic. Take out the trouble-makers and use the pool to the southeast.

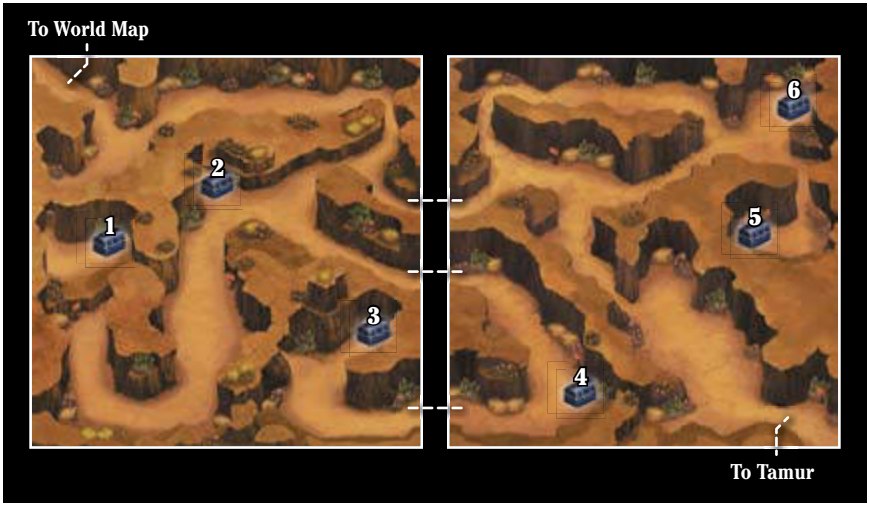


From this point, travel northeast across a very short ledge that acts as a bridge. Continue northwest to a chest with an **Angel Ring.** Run back to the east and hop into the well. Dash to the east and go down the stairs to find a chest in the southeast corner. This contains a whopping **10,000s.**

It's going to be a long haul reaching the last two chests, but the items are worth it. Go west and cross a small group of ledges to the south. From here, go southeast to the platform's end and jump into the well. When you emerge on the small platform, go into the next well to the southeast. Travel west and go up the stairs next to the pool. Walk across this top ledge and jump into the well to the west. Finally, you will reach the last two chests that contain a **Pleiades Bangle** and an **Angel's Tear.** Grab the goodies and go up the stairs to the dragon's lair.

After you speak to the Blue Dragon, he will open a path to a room where you can find his treasure. Go south down the path and head east into the adjacent room. Walk over to the shining light to receive the **Dragon Helmet.** Return to speak to the Blue Dragon, and you will gain a new magic spell—**Dragon Healing.** This restores all HP for your entire party. Exit the dragon's lair and use Return Litany. Talk to the elder to find out that the last dragon you must find, the Black Dragon, lies to the east. Heal at the statue, leave Lyton, and select "Tamur Pass" on the world map.

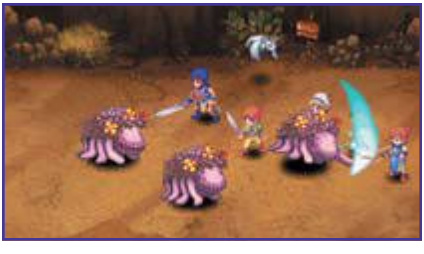
Tamur Pass



Treasure Chests		
Number	Contents	Notes
1	Star Light	—
2	Angel's Tear	—
3	Insane Helmet	—
4	Healing Fruit	—
5	Gale Staff	—
6	Shiro's Tail	—

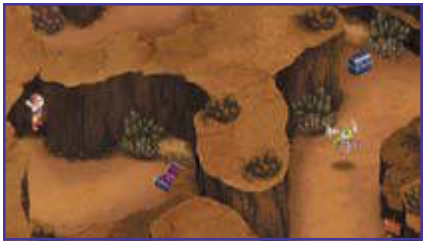
Monster Stats				
Monster	HP	EXP	Silver	Item Drops
Octo Plant	273	270	216	Healing Herb
Shiro	140	500	1500	Shiro's Tail
Shrieker	280	275	131	Healing Herb
Giga Vespa	235	280	237	Healing Herb

Pass on through to Tamur

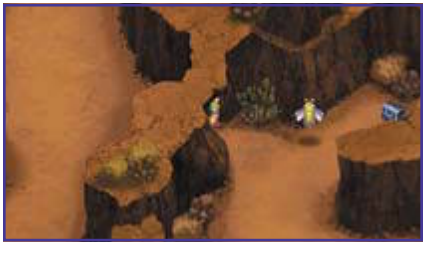


At the entrance of the dungeon, you will immediately encounter an Octo Plant. They do minor damage, but they can put you to sleep. However, if you want to be stingy with skills and magic, you can comfortably defeat them with normal attacks.

Walkthrough: Stadius Region

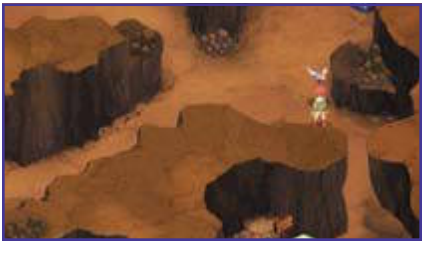


After defeating the plants, follow the path southwest and walk through a hidden passage to reach a chest containing a **Star Light.** Backtrack and go east this time, right into a group of Shiro. They can attack twice, but their tail swipe does little damage. Their Gut Shot special attack can do moderate damage, but like the Octo Plants, they are weak against fire. Use Mia's Flame Circle to make quick work of them.



At the first opportunity, go south and head southwest to the chest that holds an Angel's Tear. Continue south into a swarm of Giga Vespa. These are not as tough as the monsters from the previous dungeon. Their sting does low damage but leaves you poisoned. Any magic spell can help clear them out, but you can defeat them with normal attacks. Continue south and head east under a dirt bridge to find a chest with an **Insane Helmet.** Give this to Kyle and make your way east to the next section.

Follow the route to the east and open the chest to obtain **Healing Fruit.** Continue northwest and battle the Shriekers. These can be a pain, since they can use Para Spore to paralyze your allies. But Jessica can cure the paralysis with Purity Litany. They hate fire, so roast them with Flame Circle and they will shrivel up. Follow the path and you will eventually end up where you first entered this section. Instead of heading south again, go north a bit and take the eastern path to the next area.



Travel to the east. When you near the end of the path, go northeast to open the chest with a **Shiro's Tail.** Due south of here is the last chest. It contains a **Gale Staff,** which is great for Mia. Backtrack west and take the path leading south. Continue southwest until someone drops in on you.

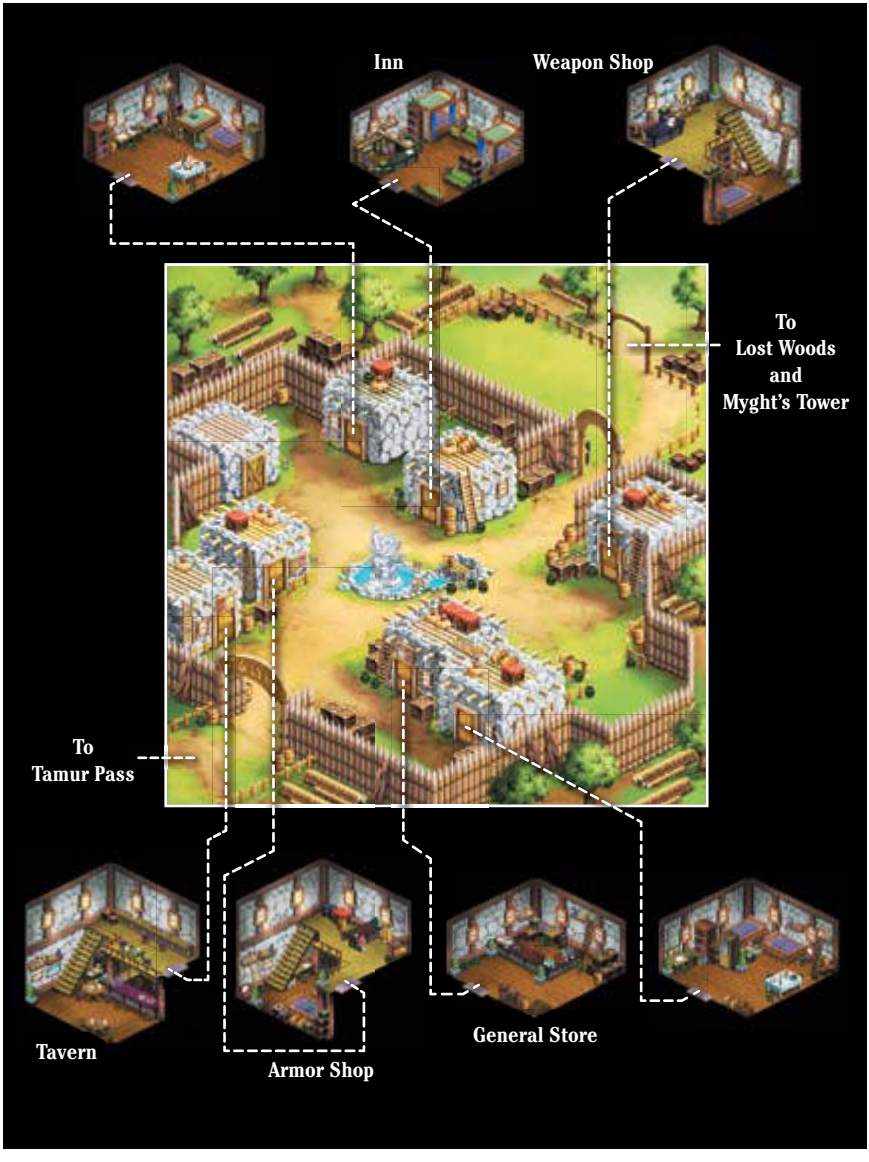
Mini-Bosses: Bone Knight and Dark Sorcerer

This is not a tough fight, because you are free to use your most powerful magic. Since you are almost out of the area, you can freely use anything you want without worrying about MP or items. Have Nash cast Electroshower and have Mia use Flame Circle. The Bone Knights are resistant to melee attacks, so have Alex and Kyle concentrate on the Dark Sorcerer. The battle will be over very quickly.

After the first round of this battle, you must fight even more of the same enemies. This time, use Alex's Flash Cut to hit both sorcerers and keep Kyle focused on a single sorcerer with Power Slash. Nash and Mia should use the same magic spells as before, and Jessica should take on whoever is still standing. When the battles are done, continue southeast to Tamur.

Walkthrough: Stadius Region

Tamur



Tamur General Store	
Item	**Price**
Protection Ring	12,000
Healing Fruit	200
Antidote	20
Cleansing Water	60
Holy Water	100
Angel's Tear	600

Tamur Armor Shop	
Item	**Price**
Mithril Armor	9,600
Radiance Garment	5,600
Halo Robe	7,200
Mantra Robe	12,400
Dragon Armlet	3,800
Lucky Bandanna	2,800

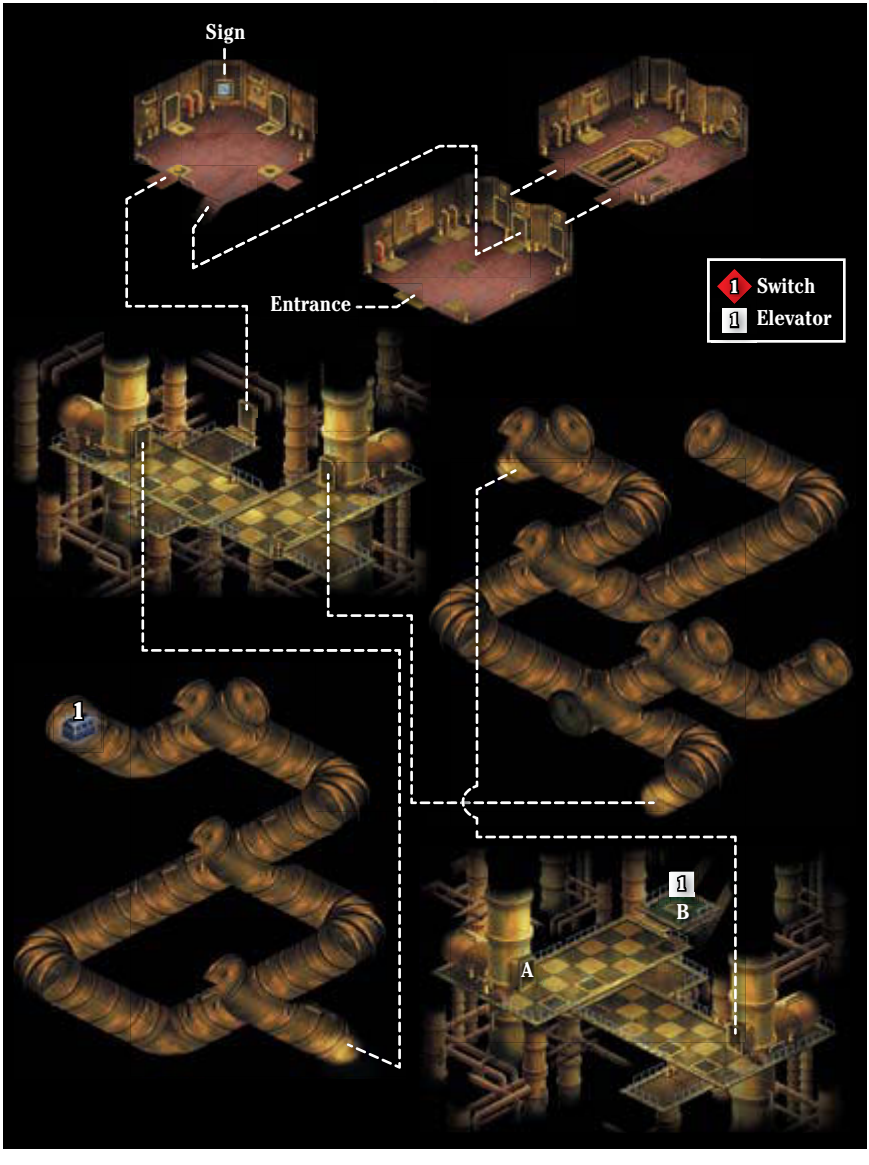
Tamur Weapon Shop	
Item	**Price**
Warrior Sword	9,000
Wind Sword	14,000
Judgment Mace	12,400
Great Bow	8,400

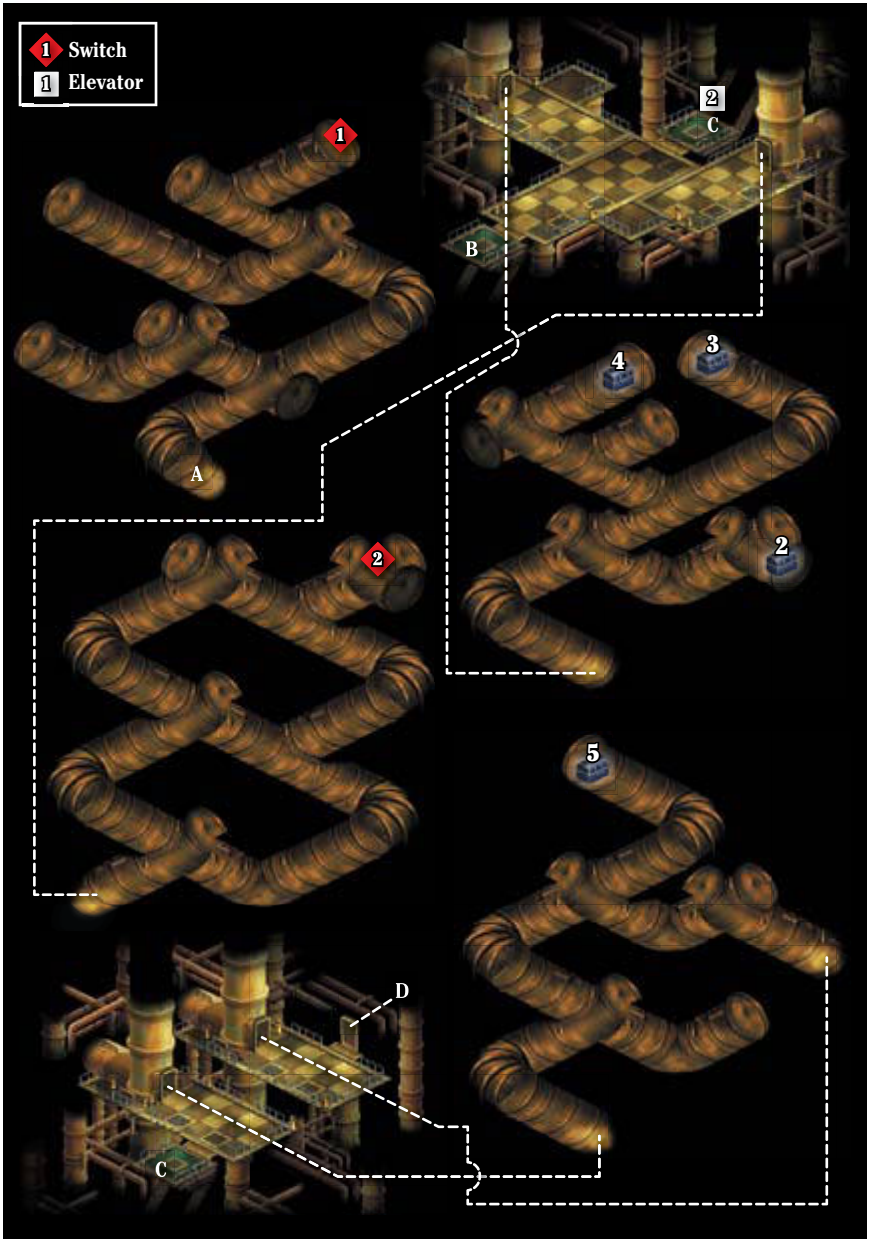
Navigate to the Black Dragon

Heal at the statue in the center of town. The armor and weapon shops have some great upgrades that you will want to peruse. Talk to everyone in town if you like, and attempt to leave through the northeast archway. Before you set off, Laike will speak to you about visiting a friend of his to get a flying machine that can take you to the Frontier. This friend who can build the machine is sort of strange and very untrusting of strangers. Agree to go with Laike or you will have to go to the tavern and speak to Laike if you decline. The rest of your party will stay behind, so it is up to you two.

Walkthrough: Stadius Region

Myght's Tower

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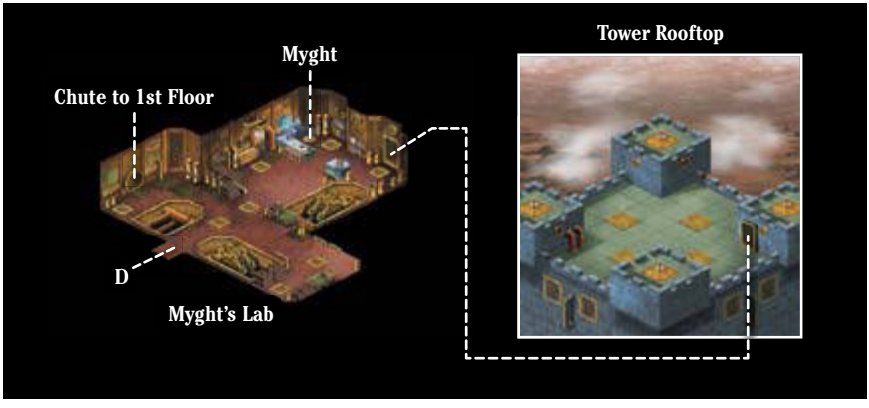
Walkthrough: Stadius Region



Treasure Chests		
Number	Contents	Notes
1	Silver Light	—
2	Barrier Ring	—
3	1,000s	—
4	Obsidian Sword	—
5	Healing Fruit	—

Monster Stats				
Monster	HP	EXP	Silver	Item Drops
Plasma Prism	151	93	134	—
Mecha Star	167	116	134	—
Mad Specter	170	76	139	—
Magic Hat	60	107	138	—

Myght's Flying Machine

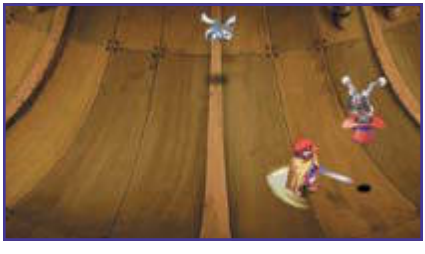
TIP

Let Laike do most of the work during battles, since he can easily defeat most of the monsters in this dungeon. There is not a lot of strategy needed, as both characters can make it through by simply using normal attacks. Keep in mind that you won't have a healer, so use those health items. Also, a Healing Ring can come in very handy!

Talk to the child in front of the entrance to gain admittance into Myght's Tower. The tower is full of winding tunnels, but the maps we provide should make it really easy to navigate. Walk through the center doorway using the stairs that lead up. In the next room, read the sign on the north wall to find the correct order to enter each doorway (the symbol will appear on the floor): planet, star, sun, moon.

First, go through the northeast door, which has a planet on the floor. Next, take the northwest exit with the small star. After that, walk through the doorway with the sun symbol on the floor. Finally, exit through the doorway with the moon symbol on the floor.

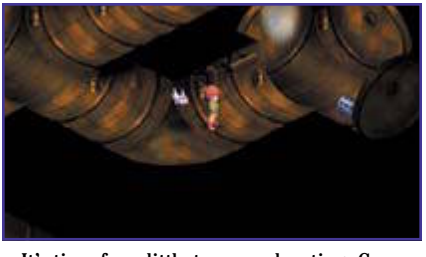
To collect the first treasure, you must go through a lot of monsters and corridors. Enter the tunnels by going through the west doorway. Your first encounter will be with Plasma Prisms and Mecha Stars. With Laike at your side, simply use your normal attacks and let him do most of the work. If you take too much damage from the Mecha Star's Chase Bomb attacks, use Healing Herbs or Healing Fruit.



Go northeast and follow the tunnel as it curves west. Defeat the Mad Specters and Plasma Prisms, and then go northeast. The path will again curve to the west, so stay on this route and fight the Magic Hats. These are unique enemies that you can damage only with skills/magic. Since Laike has no MP, you must use an attack like Sword Dance to take them out. When you've eradicated the threat, continue west to a chest that holds a **Silver Light.**

Backtrack through this tunnel and exit to the previous section. Go southeast and enter the next pipe to the northeast. Go northwest through the tunnel and veer north until it exits to the next room. In this next open space, go northwest and step into the next pipe.

Go northeast and follow the tunnel past the first intersection. Continue on this route as it curves to the northwest. Walk down this corridor and go northeast at the intersection. At the end of this short section is a switch that will activate the elevator. Throw the switch and return to the previous open room to use the elevator to the northeast.



It's time for a little treasure hunting. Go through the northwest door. Follow the tunnel as it goes northeast and take the first turn to the east. At the end of this alcove is a chest containing a **Barrier Ring.** Return to the northwest tunnel; this time go west. Follow this path to the end and you will spot a chest that holds an **Obsidian Sword.** Equip this sword for Alex now. Backtrack to the northeast tunnel again, and follow it. When it curves

Walkthrough: Stadius Region

to the west, you will find a chest that holds **1,000s.** You are done looting this place, so go back to the previous open area.

You need to activate the other lift, so head to the pipe in the southeast corner. The tunnel is not that long but it is filled with twists and turns. To make things simple, take the first left, go north, go left again, go north again, and turn right; the switch will be in your sights to the north. Throw the lever and go back to the previous room to take the elevator to the next floor.

You're not done with the tunnels yet. Enter the door to the west. There is a chest located on the opposite side of the exit. To reach the chest, go north and take the first left. Continue past an intersection and eventually go left to find the chest that holds a **Healing Fruit.** Go back the way you came, and take the first passage to the west. Battle the Mecha Stars, and exit to the other side of the room in which you started. Walk through the door to the northeast to enter Myght's Lab.

Myght is not a people person, and he is certainly not happy to see you. However, the cranky genius agrees to build an airship to avoid Laike's begging. Laike will suddenly remember something about the location of the Black Dragon, and he will advise you to go to Tamur to seek more information. Go southwest. Next to a little blond girl is a chute that will take you to the first floor. Exit the tower and return to Tamur.

Tamur Revisited

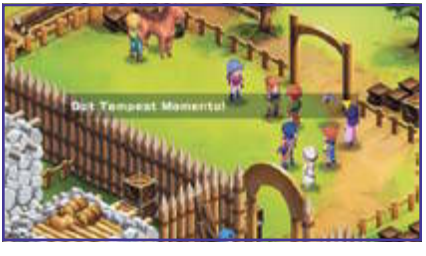
Locate the Black Dragon

Heal and go to the tavern to talk to your friends. When Nash arrives in a good mood, he will tell you about a skirmish in the town square. Leave the pub and go toward the northern exit to see a hanging. Alex will get involved. In doing so, you will meet two new characters.

Mini-Boss: Tempest

Mini-Boss Stats	
Recommended Level	30
HP	470
EXP	0
Attack	160
Defense	112
Agility	40
Wisdom	65
Resistance	122
Weakness	—

Alex goes one-on-one with Tempest. There are not a lot of options in this fight. Simply use Vigor in the first round and Sword Dance every turn after that. Tempest does a fair amount of damage each round, so you will need to alternate between attacking and healing with items. This fight is a lot easier if you have a Healing Ring equipped. The ring will revive a small amount of health, which means you won't have to heal as often.



After you win the battle, Tempest will give you his **Tempest Memento,** and he will leave for the Black Dragon Fort. The Tempest Memento has a relief of a dragon on it, and your team wonders if Tempest knows how to reach the Black Dragon. Follow him after you have prepared everyone. Visit the weapons and armor shops to upgrade your party's gear, and then leave through the northeast archway to the Lost Woods.

Walkthrough: Stadius Region

Lost Woods

Treasure Chests

Number	Contents	Notes
1	Healing Fruit	—
2	Healing Fruit	—
3	Chiro's Tail	—
4	Cascabel Hairpin	—
5	Silver Light	—
6	Insane Shield	—
7	Pleiades Bangle	—

Monster Stats

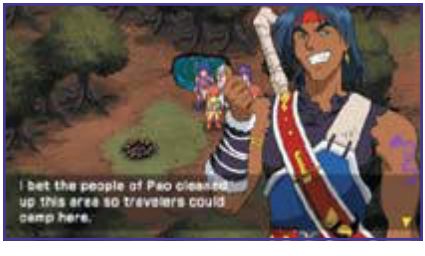
Monster	HP	EXP	Silver	Item Drops
Ambush	258	390	198	Healing Herb
Insector	220	410	156	Star Light
Yeti	390	450	230	Star Light
Killer Fungus	278	400	242	Healing Herb

Track Tempest

CAUTION

There are a few sections that contain a lot of monsters. These are indicated on the X-shaped map and the single diagonal map. Ideally you want to avoid these spots.

From the entrance, you see a chest to the southeast. Make your way to the chest and grab the **Healing Fruit.** Wandering around this chest is an Ambush. These plant enemies do moderate damage and can easily poison you with Venom Gaze. Fortunately, they are weak to fire, so have Mia use Flame Circle and the rest of the party can use normal attacks.



Backtrack toward the entrance and head west. You will find a campsite that you can use later. Go west of the pool to find a chest with another **Healing Fruit.** Head back east and go southeast to a path that has a chest containing a **Silver Light.** Backtrack to the campsite; from there, take the southwest route.

At the intersection, go south and exit to the next area. Go south from here and battle the Insectors. These insects are not as damaging as the Ambush, and if you have a wind-based weapon, such as Kyle's Wind Sword, it will do a ton of damage. When the buzzing pests are gone, go south to find a partially hidden chest that has a **Chiro's Tail.**

Travel southeast to meet the Yeti. These are brutes that soak up a lot of damage and give it out as well. Their melee attacks and Rock Shot do fairly high damage, so always make them your first priority in mixed groups. They have an aversion to fire, so Mia's Flame Circle is a great choice to use against them. Right next to the beast, obscured by a tree, is a chest that holds a **Cascabel Hairpin,** which is great for Mia.

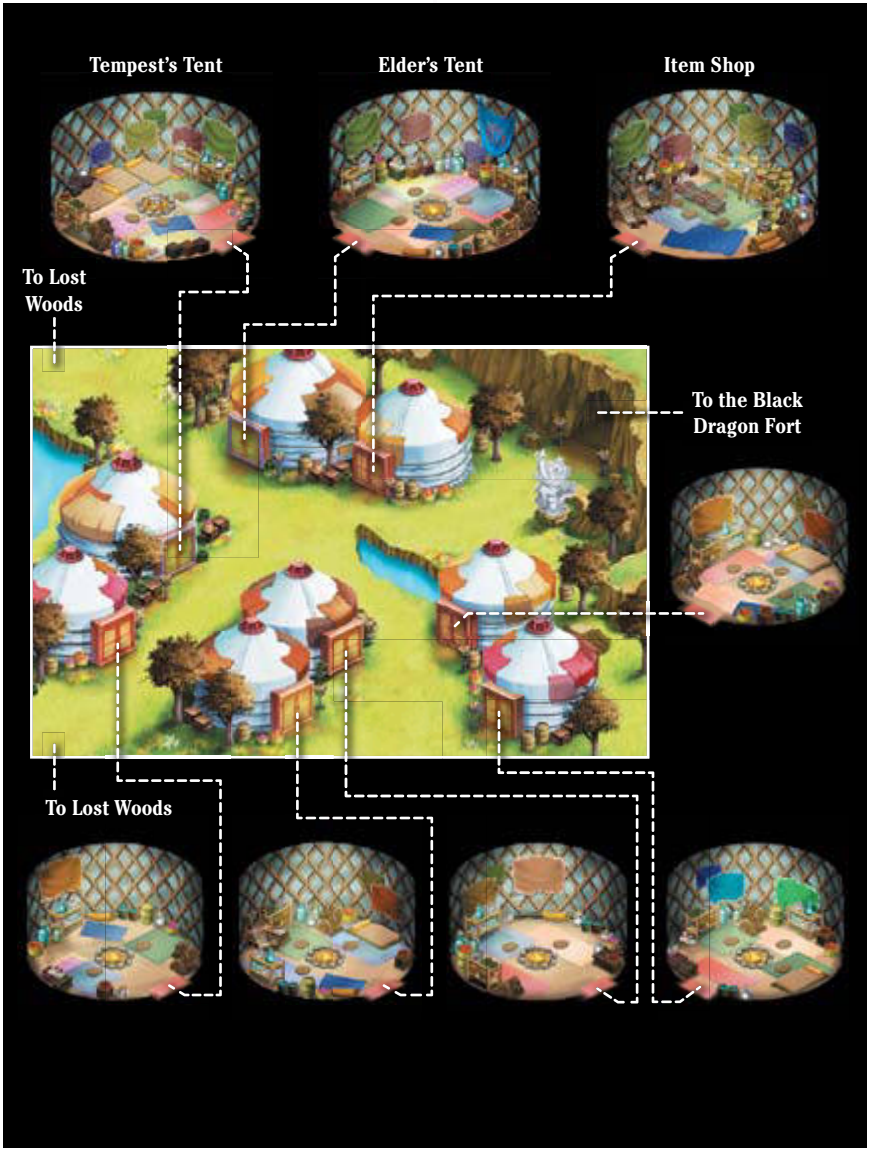
Walkthrough: Stadius Region

At the T-intersection, Kyle will notice there should be an exit by the off-colored tree. Go east and follow the path south to find a chest that has a **Pleiades Bangle.** Guarding this chest is the Killer Fungus. These mushrooms are weak against fire, so Mia will excel in this battle. The rest of the team can use normal attacks, and Jessica should cure any ally who gets paralyzed. Return to the T-intersection and go west this time. Follow the route south to a chest that contains the **Insane Shield.** After you grab the treasure, exit this section to the south.

This X-shaped area is full of monsters. Battle your way southwest, and at the intersection go southeast. You will enter a clearing that triggers a cutscene in which the party wants to take a rest. Make your way back to the campsite by heading northwest and turning southwest at the intersection. When you arrive at the campsite, choose the top dialogue option to rest.

When you awake, a group of the Prairie Tribe will greet you. Luckily you have Tempest's necklace, and they will agree to help you on your journey. The two men will move the tree that was blocking the exit. Follow them south to the world map.

Pao


Tempest's Tent
Elder's Tent
Item Shop
To Lost Woods
To the Black Dragon Fort
To Lost Woods

Walkthrough: Stadius Region

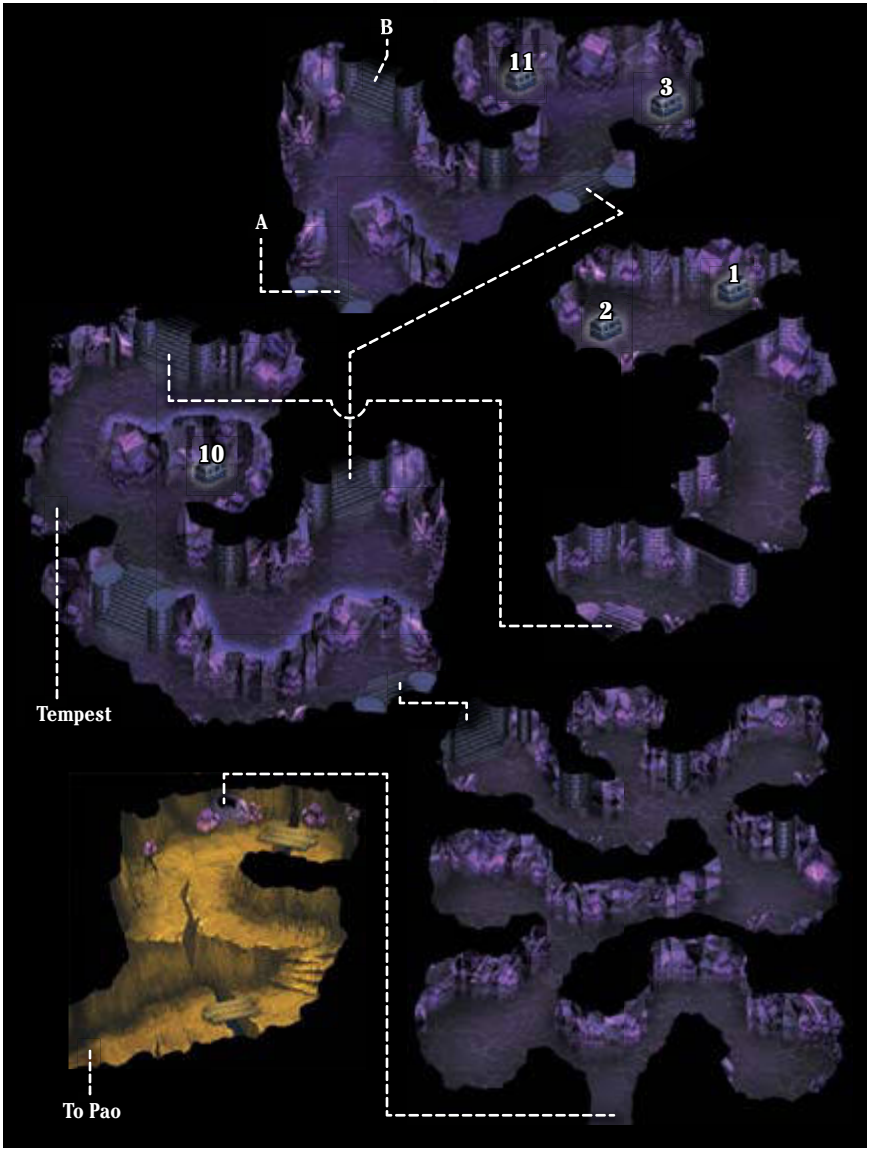
Pao Item Shop	
Item	**Price**
Healing Fruit	200
Star Light	1,000
Angel's Tear	600
Holy Water	100

Visit the Prairie Tribe

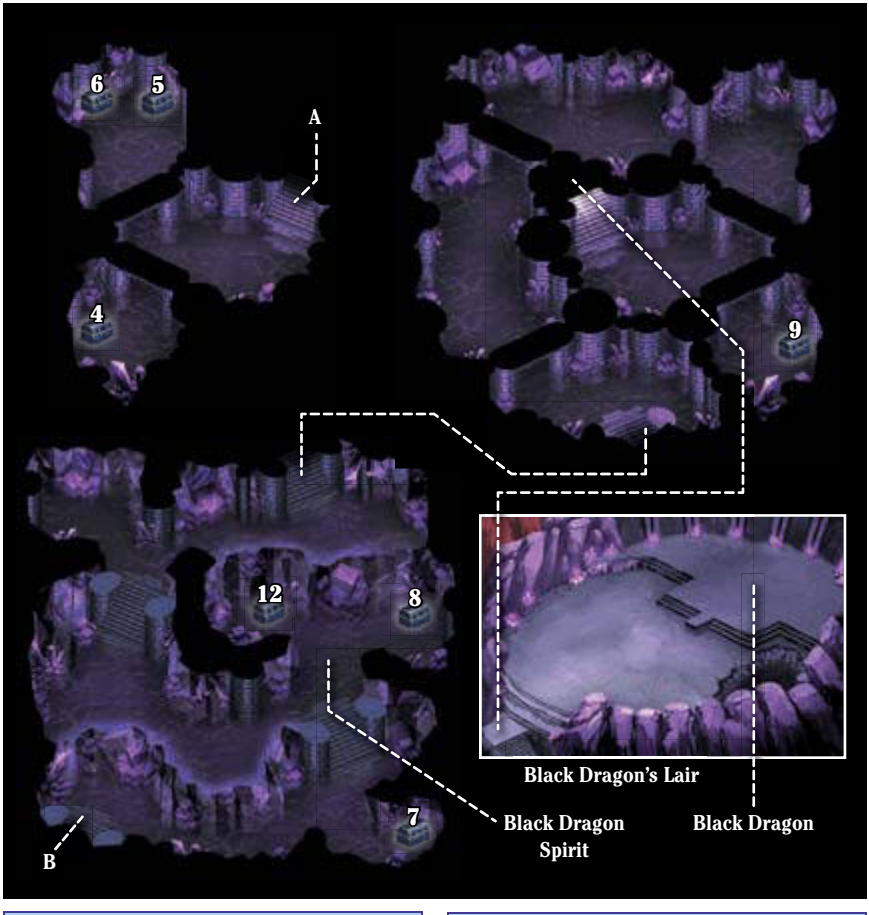
Pao is under some sort of enchantment that is making everyone sick. It's not a great time to visit, but you need to find how to reach the Black Dragon. Enter Tempest's house and speak to him. Alex will give back the necklace he received in Tamur. Unfortunately, Mia and Jessica will become ill, and you will have to journey on without them. Fresca tells you that the plague that is sweeping through Pao is coming from the Black Dragon Fort.

In order to help Tempest reach the Black Dragon Fort, you must get permission from the village elder. Exit Tempest's house and visit the elder's hut. Once you have permission to enter the fort, go northwest to save at the statue. Since your healer is out of action, make sure you have enough healing items to get through the next dungeon. When you are ready, enter the cave to the northeast.

Black Dragon Fort



Walkthrough: Stadius Region



Treasure Chests		
Number	Contents	Notes
1	Silver Light	—
2	Angel Ring	—
3	Dragon Bandanna	—
4	Dream Bow	—
5	Healing Fruit	—
6	Insane Sword	—
7	Silver Light	—
8	Insane Armor	—

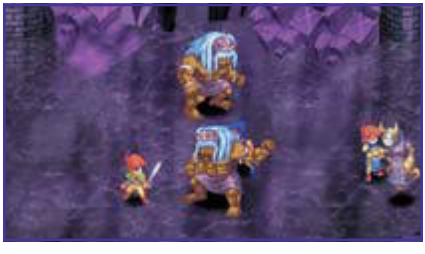
Treasure Chests		
Number	Contents	Notes
9	Warp Wing	—
10	Booby-trapped	Halves everyone's MP
11	Booby-trapped	Halves everyone's MP
12	Booby-trapped	Halves everyone's MP

Monster Stats				
Monster	HP	EXP	Silver	Item Drops
Barbarian	320	600	230	Healing Herb, Star Light
Corona Master	200	590	226	Healing Herb, Star Light
Cursed Face	260	610	322	Healing Herb, Angel's Tear
Chaos Demon	400	620	420	Healing Fruit, Star Light

Black Dragon's Trail

TIP

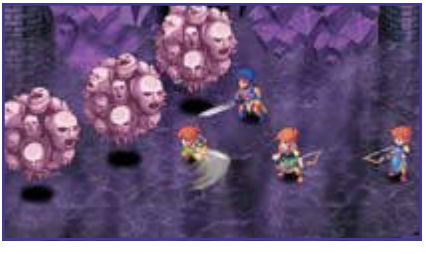
Since there is no healer with you, make sure to equip healing rings on your party.



Check the map because several of these chests are traps and will drain half your MP! If that happens, use a Star Light. Start by going north and then west into a circular area. Before you get any farther, several monsters will attack. The Barbarians are big brutes that do a fair amount of damage with physical attacks and the Hell Knuckle skill. Luckily, they are very susceptible to lightning. Use Nash's Riot spell to take them out before they can make a move.

The Corona Masters deal moderate damage with their magic, but you can handle these with melee attacks from Alex and Kyle. However, if they appear in large groups, have Nash cast his strongest lightning attack to avoid taking a lot of damage.

Run northeast and head north at the first intersection. When the path ends, go west and then travel northwest to the stairs leading up. Go west and climb the stairs to the top level. When you head west, you will run into Tempest, who will join your party. He is a very valuable member of the team, because his Flash Arrow hits multiple monsters and his Flash Wind can blow away enemies. Do not open the chest to the east, since it is booby-trapped; instead, head north.



Before you can go up the stairs, you must face the Cursed Faces. They have some pretty powerful magic that can incapacitate you. Have Nash use his lightning spells to exploit their weakness, and the rest of the crew can use normal attacks. Go up the stairs to the next level.

Walkthrough: Stadius Region

Travel northeast and you will run into a Chaos Demon. Their Flare Burn can be painful, so attack with skills and magic to dispatch them and the Corona Masters before they rack up a lot of damage on your party. Continue north through an archway to find two chests that contain a **Silver Light** and an **Angel Ring.**

Backtrack to where you met Tempest and go east. Follow the route as it goes north and climb the stairs. Head north and open the chest on the right to receive the **Dragon Bandanna.** The chest on the left is a trap, so leave it alone. Go back south where you first entered this floor, and rush to the west. At the next intersection, go south and exit to the next area. Head west, then go north to find two chests that hold **Healing Fruit** and the **Insane Sword.** This sword is a great weapon for Kyle, so equip it now. Go due south to another chest to find the **Dream Bow** for Nash. When you are done looting, return to the previous section upstairs.

Go north and climb up to the next level. Head due east to find a chest with a **Silver Light.** Climb the stairs and speak to the spirit of the Black Dragon. He tells you that you must destroy his body before it is used for evil. As a gift, you will receive the **Dragon Armor.** You must still pass his trial to become the Dragonmaster, but for now, open the chest on the right to get the **Insane Armor.** The other chest on the left is booby-trapped, so leave it alone. By now, Kyle should have a complete set of insane armor and weapons—very fitting!

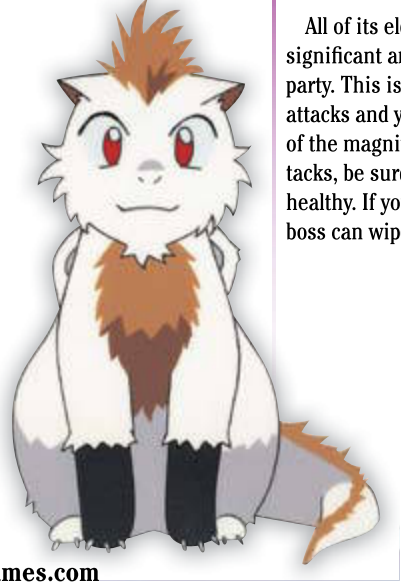
Go southwest. At the next intersection, go northeast up two flights of stairs. Battle your way northwest, then follow the path to the east. When it curves south, go through two archways to find the last chest with a **Warp Wing.** Save your game but don't waste any restoring items; your HP and MP will be automatically revived for the boss battle. Equip the Dragon Armor to get past the barrier on the stairs.

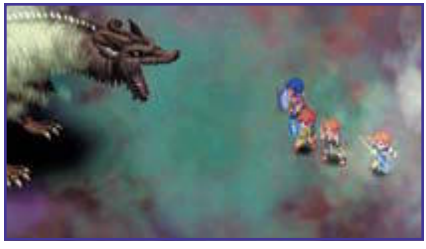
Boss: Black Dragon

Boss Stats	
Recommended Level	34
HP	7,481
EXP	25,000
Attack	118
Defense	90
Agility	44
Wisdom	108
Resistance	69
Weakness	Physical (Alex)

Boss Attacks	
Blowback	Wind attack that does no damage
Bolt Breath	Lightning attack that hits all characters for moderate damage
Cold Breath	Ice attack that hits all characters for moderate damage
Fire Breath	Fire attack that hits all characters for moderate damage

The first round against the Black Dragon is more of a story sequence in which you become paralyzed. The second time you enter battle, you won't be paralyzed and you must destroy its body.





The boss will usually start out with the Blowback attack. This gives you a break, since it does no damage and your party will try to block. Consider this as a free pass and count yourself lucky when the boss uses it. Unfortunately, the boss has two attacks per round and usually follows this with one of its breath moves.

All of its elemental breath attacks do a significant amount of damage to the entire party. This is a problem, since it can do two attacks and you are without a healer. Because of the magnitude of the damage from these attacks, be sure to use items to keep your party healthy. If you let your allies get too low, the boss can wipe them all out.

Walkthrough: Stadius Region

Begin this fight like other boss battles—by using Vigor and Power Up. Alex should use Sword Dance every turn, and Kyle should use Power Slash. If Kyle's Arts gauge is full, let loose with Shine Blade. Also, if the entire party is on the verge of death, have Alex use Dragon Healing. This is a costly magic spell, but it can save your group; also, it is better to use a Star Light to replenish his MP than to have most of the team get knocked out.

Nash and Tempest won't do much damage, but they should use their strongest magic attacks to help bring down the beast. Since Alex is the primary damage dealer, use either Nash or Tempest to heal Alex and then Kyle. Don't use a round of combat from either of your melee fighters to heal, since they do more damage.

Pao Revisited

The Plague Is Gone

After your encounter with the Black Dragon, you will gain the **Dragon Lament** skill. This allows you to destroy all nonboss enemies. Use a Warp Wing to exit the dungeon and go to Tempest's tent. After a short chat with your now-healthy friends, good old Laike drops in. Laike will mention that Myght is probably done with the flying machine. His tower will be your next destination. When everyone is done talking, speak to Tempest to get the **Master Sword,** which is ideal for Alex.

Side Quests and Optional Items

When you seek out Myght and board the airship, you will be taken to the Frontier. In this new region, the Dragon Wings won't be accessible. Now would be a good time to do some cleanup work to take advantage of all the money you have earned. You will need *a lot* of silver to get all of these items. These are all optional, so choose the ones that are important to you. If you need some quick cash, the pair of Chiros in the Cave of Trial (from Vane) will give you around 2,400s per battle.

Meribia Revisited

Use the Dragon Wings to warp to Meribia. Enter Ramus's Shop and speak to him. Hopefully you have a lot of money, because it will take 80,000s to buy the **Royce Bromide, Phacia Bromide, Xenobia Bromide,** and **Reminiscer.**

NOTE

It is important to note that if you buy all three Bromides, Ramus will stop selling the Reminiscer! This expensive item is used to watch any of the movies you have seen. A pretty cool but very expensive theater!

Reza Revisited

Hopefully you still have enough money (50,000s) for a few more costly trinkets. Talk to the bunny-eared lady to get an **Althena Doll** and a **Brigand Medal.** These are extremely useful items that give Jessica and Kyle, respectively, an extra Arts attack.

Warp to Reza and make your way to the Thieves' Bazaar. Speak to the woman who was selling items and she will now have **Silver Darts, Master Ribbon,** and a **Guild Emblem.** The last two items grant Mia and Nash, respectively, an extra Arts attack!

Lann Revisited

Lastly, go to Lann and enter the chief's house north of the Althena statue. Speak to the chief, and when he asks you, choose to be an honorary citizen of Lann. You will return here later to receive an item from the old man. This conversation sets things in motion.

Walkthrough: Stadius Region

Forbidden Woods

Treasure Chests		
Number	Contents	Notes
1	10,000s	—

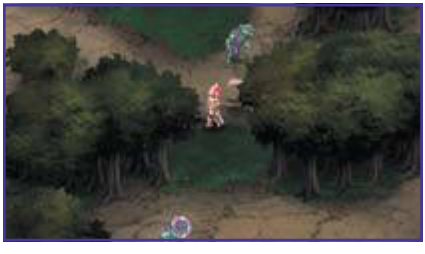
Monster Stats				
Monster	HP	EXP	Silver	Item Drops
Ambusher	470	160	110	Star Light
Cannon Foot	450	165	113	Soap
Shell Walker	350	175	124	Star Light
Vorpal Boar	480	170	118	Soap

Battle to the Spring

Warp to Lyton and exit to the world map. You may recall that you skipped over an area called the Forbidden Woods. The monsters in this forest are lethal; you would not have stood a chance against them earlier. But now you will have an easier time, even though it will still be difficult. In fact, you may have to run from many of the fights to make it through alive. So why are you even attempting this suicide run? The goal is the female Althena's Spring on the other side! Make sure you have Soap, or this will be the toughest thing you have ever done—for nothing.

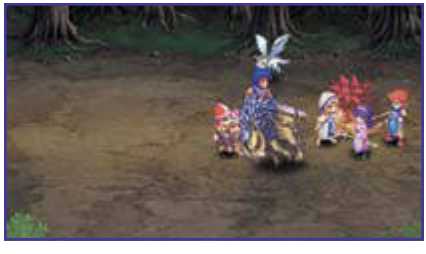
TIP

There is a really good reason to save the woods until now. After defeating the Black Dragon, you will get Dragon Lament, which can destroy all enemies. This is a fantastic way to make it though this section, as it has a low casting cost.



Remember the objective is to get out alive. Not only are the monsters tough to eliminate, but they also give relatively low experience for the amount of time and effort. You are better off leveling up in any of the previous dungeons. You can avoid a lot of the monsters in the first area if you are quick and stealthy. If you do get caught in battle, unload your strongest skills and magic!

The strategy in the first section is to run northeast, to the exit. If you are really good, you can make it with minimal contact. Chances are, you will stumble into the Ambusher and Cannon Foot. Neither of these monsters have any real weakness, and they both do a decent amount of damage. Have your team use Flash Cut, Electroshower, Power Sweep, and any of Mia's damaging magic spells. Jessica can attack or destroy one enemy with Banish Litany.



In the next area, go southeast and dash past the Shell Walker and Ambusher. In the corner you will find the only chest, which holds **10,000s.**

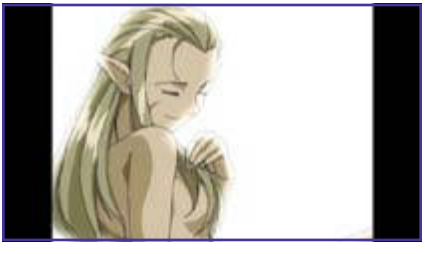
Go south and turn west at the intersection. It will be very hard to get past the next group of Ambushers and Cannon Feet. Take them on and run to the east, trying to avoid the Vorpal Boar. You might be able to turn to the south and avoid both. If not, the Ambusher can pose more of a threat due to its poison attack.

Walkthrough: Stadius Region

The last monster in your way is a Shell Walker. These are not quite as lethal as some of the other monsters, but you can destroy them only with skills and magic. They travel in small groups of two, so focus on them one at a time and they won't be a problem. Dash past the last Ambusher to the east, and it is movie time!

Althena's Spring

Ladies Only



This spring is the female-only spring, so the men will have to sit it out in the waiting room. There are two movies to see, and it is random which one will play. Save your game and speak to the bath attendant; then simply reload the save and try to see the other movie. Of course, if you blew all your money on the Reminiscer, you can watch both movies after using it only once.

Heal inside the small building and exit back to the woods. Use Return Litany to go back to Lyton. From there, it's time to get back to business, so warp to Myght's Tower and check on the flying machine.

Myght's Tower Revisited

Up and Away . . . Almost

Speak with Myght and wait for night to fall. Talk to everyone in your party and you will go to the roof to see Myght and the flying machine. Talk to Nash to find out some valuable info. Of course, something goes wrong with the flying machine and you need a new engine. Recall that the balloon was taken when you landed in Reza, so warp there and search for it.

Reza Revisited

Retrieve the Balloon Engine

Go into the tavern and talk to the bartender. He owes you a favor and will help get the engine. Make your way to the Thieves' Bazaar. Walk down the steps and speak to the balding man to the northwest. Somehow the bartender has already spoken to him, and he will give you the **Balloon Engine.**

One More Errand

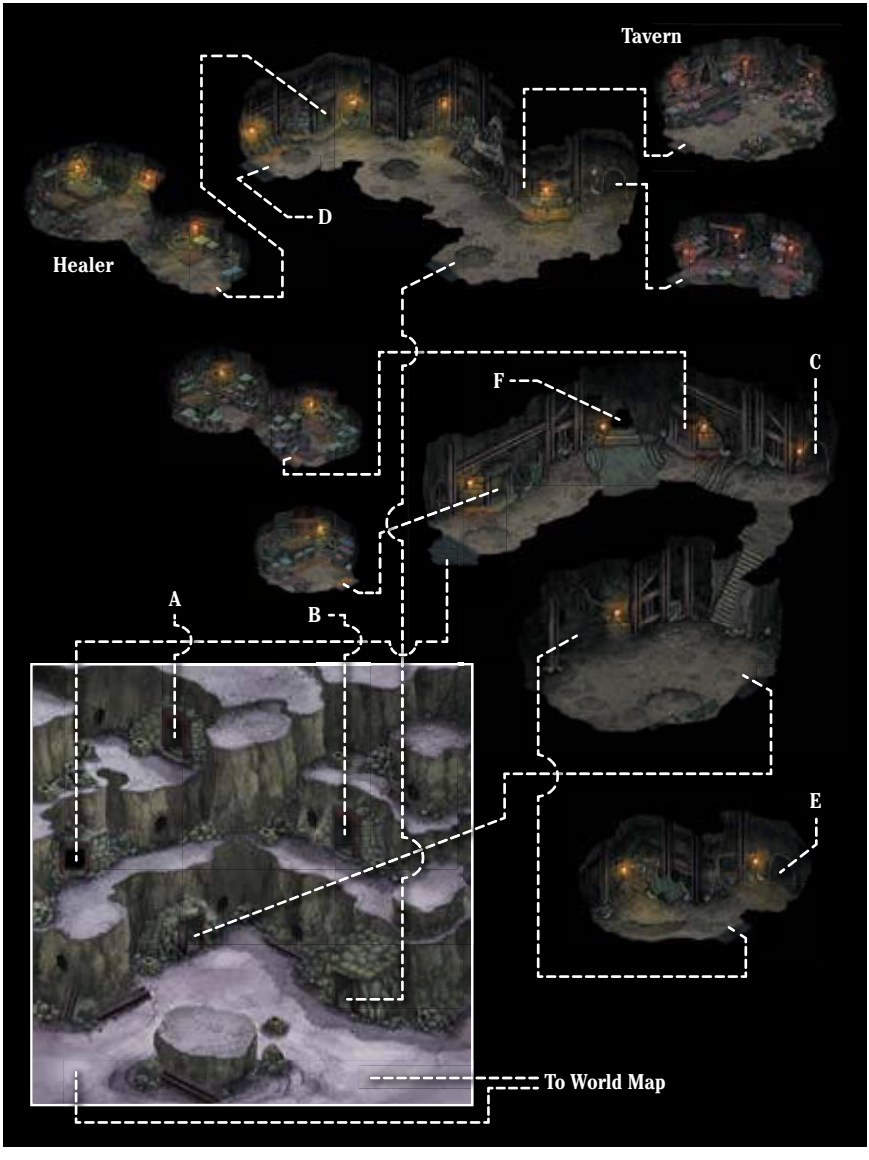
Iluk Revisited
Before you head back to Myght, you need to make one more stop. You wouldn't have triggered this earlier, and it is probably best to get it out of the way before you leave for the Frontier. Warp to Iluk and enter the red house to the north. Search to the right of the easel to find **Mia Bromide 4.**

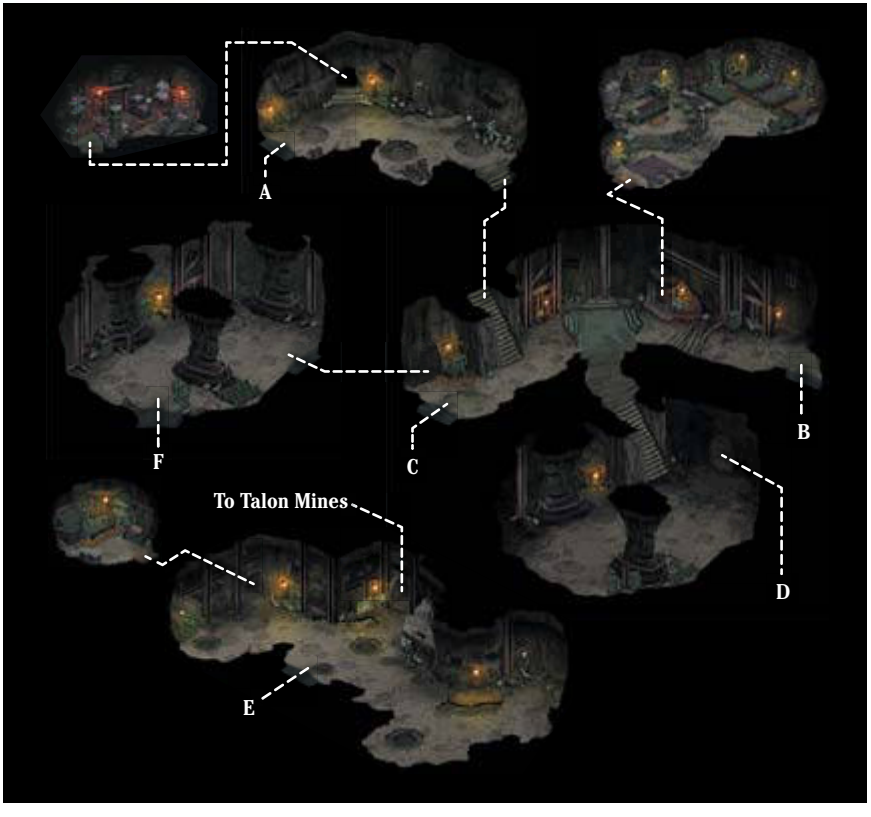
Airborne at Last

Warp back to Myght and give him the engine. Speak to everyone and Myght will finish the repairs on the flying machine. If there is anything else you want to check into, do it now before you head to the roof and talk to Myght.

Walkthrough: Froniter

Talon





Get Around the Barrier

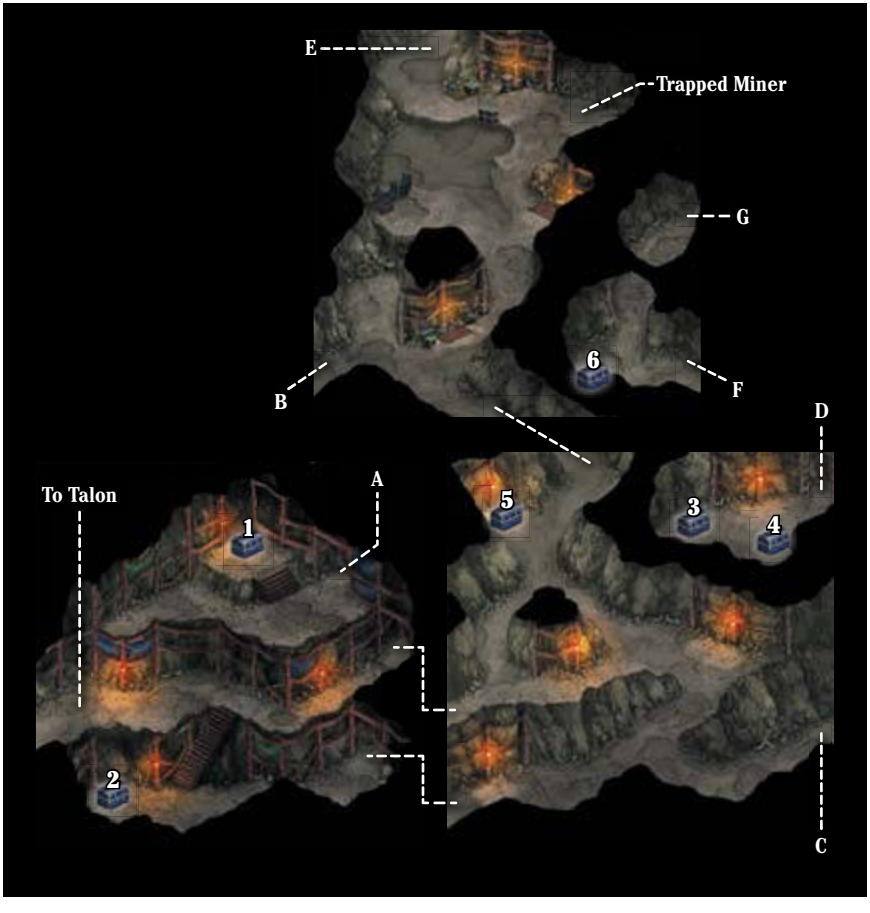
This is not a human region, which will be very obvious from the "monsters" in this city. Don't expect to find a statue of Althena here, as the Vile Tribe blames her for their plight.

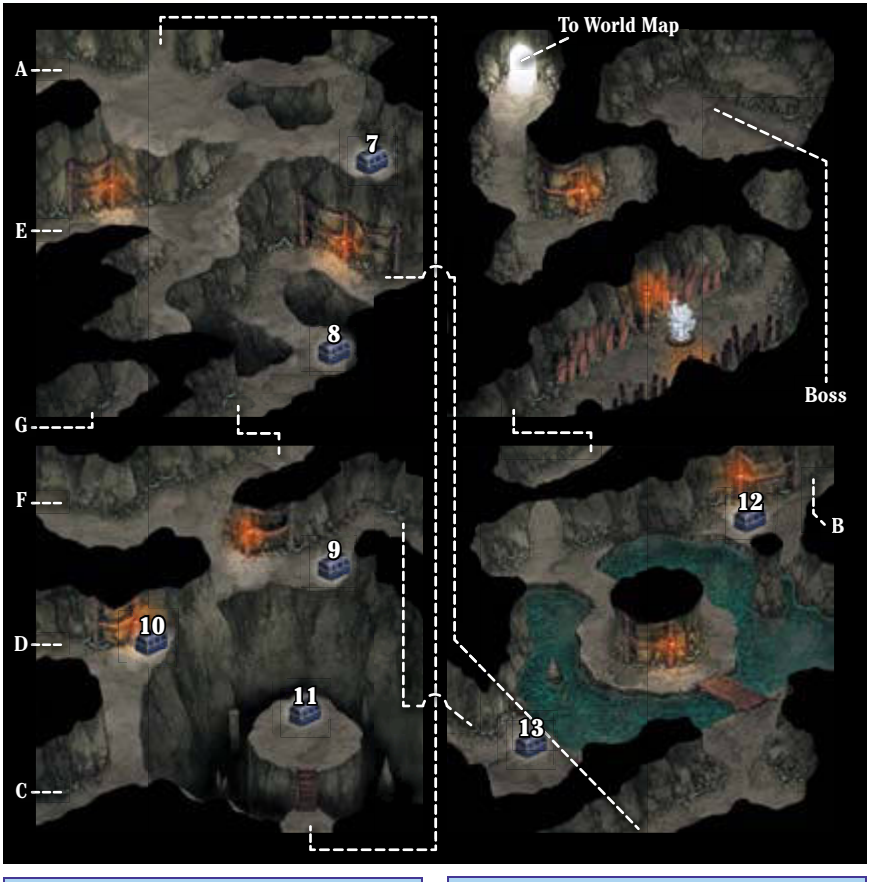
However, there is a healer who can revive you. Go through the northeast door and take the exit to the west. Climb the steps and enter the doorway to the east. This pink monster will revive you whenever you need. There is a pub to the southeast, but outside of the disgruntled miners to talk to, there is nothing else you can do.

Walkthrough: Froniter

Leave the healer and go through the southwest exit. Go down the stairs and exit in the southwest corner. Head through the northeast doorway and continue northeast. Pass the miner's sign to enter the Talon Mines.

Talon Mines





Treasure Chests		
Number	Contents	Notes
1	Star Light	—
2	Healing Fruit	—
3	Clear Ring	—
4	Silver Light	—
5	Silver Light	—
6	Star Light	—
7	Devil Pendant	—
8	Healing Fruit	—
9	Angel's Tear	—

Treasure Chests		
Number	Contents	Notes
10	Healing Fruit	—
11	Protection Ring	—
12	Paraclete Robe	—
13	Radiant Tiara	—

Walkthrough: Froniter

Monster Stats				
Monster	**HP**	**EXP**	**Silver**	**Item Drops**
Rock Biter	178	690	163	Star Light
Dark Stalker	190	710	250	Star Light
Sergeant	210	700	209	Holy Water
Steam Tank	250	720	240	Star Light

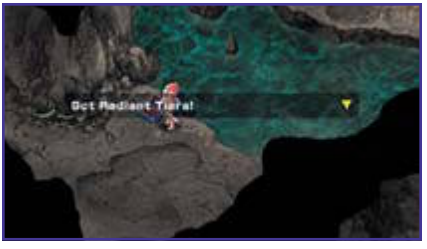
Navigate the Mines

Follow the bending path east and go down the first steps you see to collect a **Healing Fruit** from a chest. Go back up the steps and continue east to the next section. As you travel east, you will probably run into the Rock Biters. These green scorpions should not be a problem, even when they are in larger groups. Use Mia's Flame Circle, and everyone else can use a normal attack. Turn south at the first bend and continue to go east to the next room.

Go north and open the chest to find a **Healing Fruit.** Exit to the west to find two more chests that contain a **Silver Light** and a **Clear Ring.** Return to the previous room, and go north the way you first entered this room. Follow this path to a chest with a **Silver Light,** then exit north. Talk to the pink miner, and exit west to find a chest with the **Paraclete Robe** for Mia. Return to the previous room, and follow the route as it snakes north to the next room.

As you go east, the miners, who are slaves, in the previous room will encounter a cave-in. Pick the top dialogue choice to go back and help the hapless miners. Let the team clear the rubble, but the guards watching the slaves will not be happy that he stopped working. To show his gratitude, the miner will heal you; this is a good thing, because you will be forced to fight several monsters.

Sergeants have a damaging mace attack that is nothing to take lightly. However, the real threat is the Dark Stalkers, since they are immune to physical attacks. Use Dragon Lament to avoid taking a lot of damage and using tons of HP. When the enemies are gone, you will resume from your previous spot. Go northwest to battle a bunch of Sergeants and find a chest with a **Devil Pendant.**



Backtrack once again to the previous room, and follow the path south to the next room. Continue south to find a chest with a **Star Light** and then exit east. Go east and slightly south past the Rock Biters to open a chest that has an **Angel's Tear.** Exit to the east to find a chest with a **Radiant Tiara,** which is great for Jess. This room is a dead end, so return to the previous one.

Go west to the next room and climb the stairs to find a chest with a **Star Light.** Backtrack to the previous section and go north this time. Cross the small bridge and take on the Steam Tank. Its Cannon Engine attack can hit the entire party for moderate damage, so take it down first. Flame Circle is a good start, and use your other characters to mop up the survivors. After you claim victory, open the chest to find a **Protection Ring.**

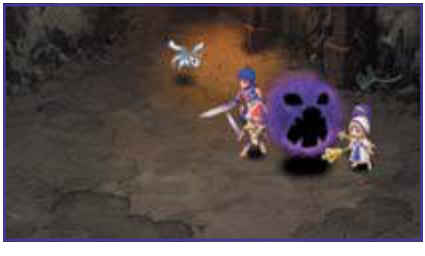
Go northeast to the next room, and collect the last treasure, a **Healing Fruit,** from the chest. From here, go north and exit to the east. Go north across a short wooden bridge and circle around the center island. Finally, go northeast to exit this room and enter a make-shift graveyard. Speak to the pink "monster" you rescued earlier to learn of their ironic use of the Althena statue. Save your game and prepare for a boss fight. During the prelude fake battle between Alex and Kyle, simply use normal attacks until they stop their façade.

Walkthrough: Froniter

Boss: Shadow

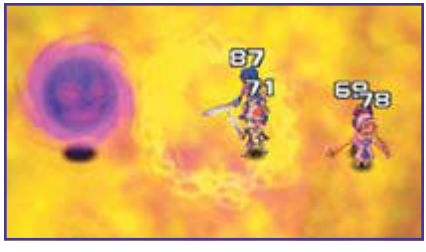
Boss Stats	
Recommended Level	36
HP	7,201
EXP	28,000
Attack	188
Defense	72
Agility	46
Wisdom	188
Resistance	102
Weakness	—

Boss Attacks	
Bite	Three physical attacks that do moderate damage
Piercing Eyes	A magic spell that deals moderate damage to the entire party
Black Bile	Casts silence on a single character



Most of the damage from this boss comes from its physical biting attack. Each attack does up to 40 Damage, and it can attack three times per round. If it bites the same character over and over, he or she will be left very weak, so make sure to heal him or her.

Shadow has a silencing attack that will prevent any character from using magic. Either use a Holy Water or have Jessica cast Purity Litany to cure them. This attack does zero damage, but it uses up a turn to get rid of the effect. Ultimately, it is sort of a stall tactic, but it gives you a round without taking any damage.



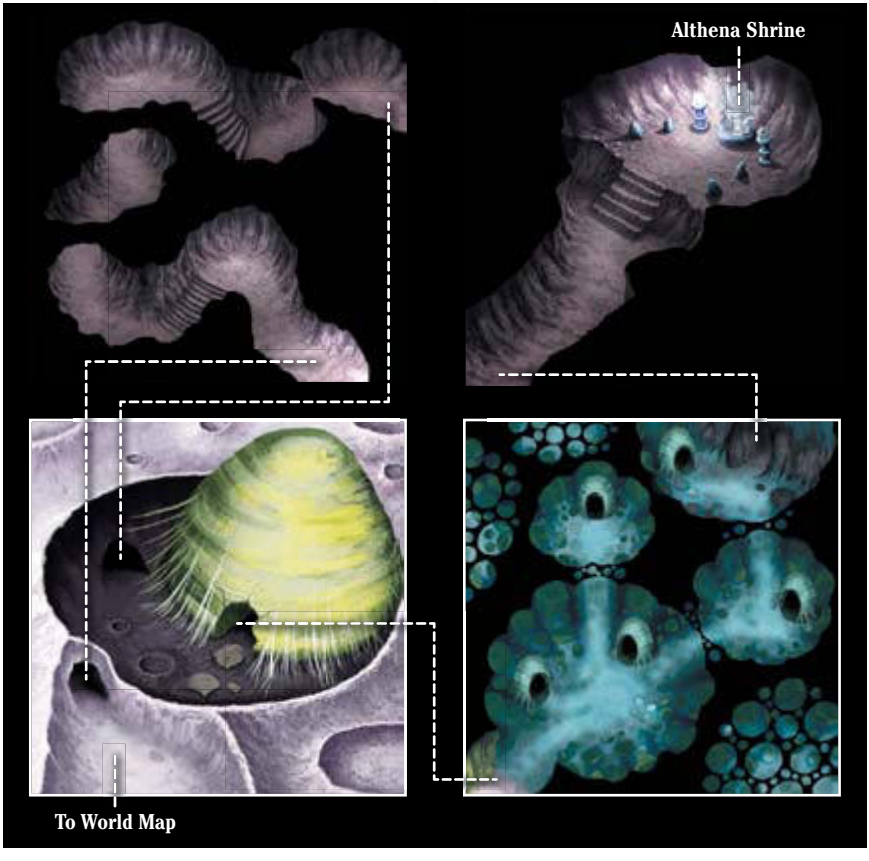
This boss's most devastating attack is Piercing Eyes, which hits everyone for about 70 Damage. To counteract this damaging effect, use Divine Litany to have the party heal a small amount every round.

Alex and Kyle are the primary damage dealers, so reinforce them with Vigor, Power Up, and Mia's Endow Weapon. This will make each of their attacks do maximum damage. Once you've pumped up their attack power, perform Sword Dance and Power Slash every round.

Jessica and Mia do not deal as much damage as the boys, but it will add up over the long fight as you drain Shadow's 7,000 HP. Jessica should heal and cure whenever someone in the party needs attention. Otherwise have her attack to deal some extra damage each round. Meanwhile, Mia should use her strongest magic, such as Inferno, to rack up around 200 Damage per round.

After you win the battle, exit to the world map and choose "Cadin."

Cadin

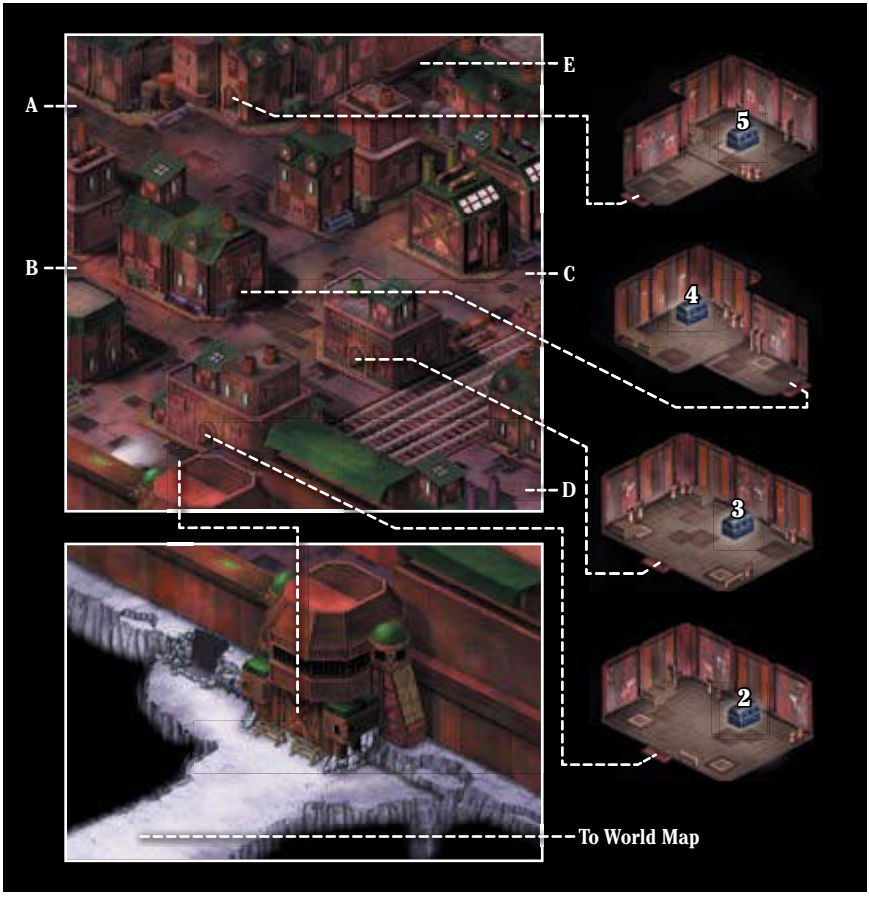


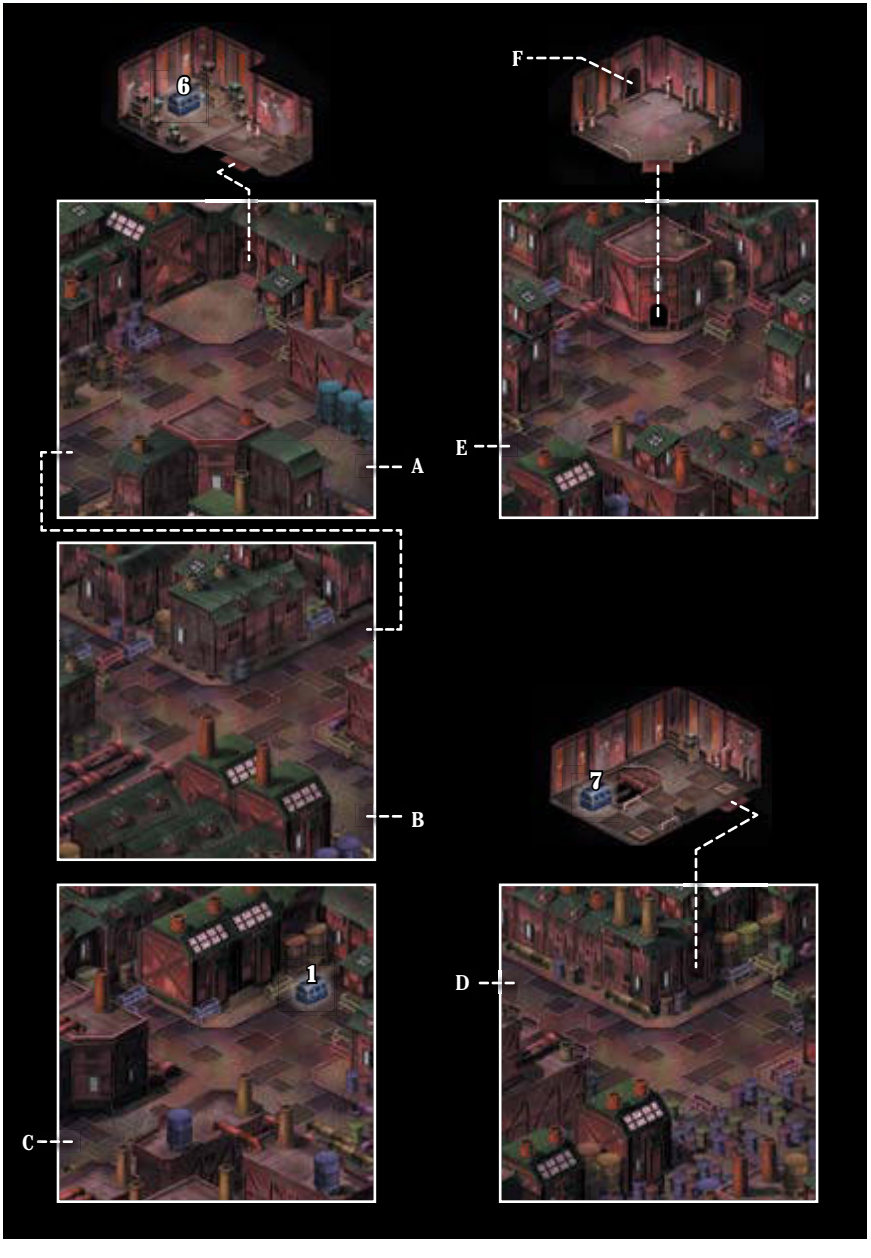
Walkthrough: Froniter

Find Passage into Ruid

Walk through the tunnels and enter the yellow, hairy cave. Make your way through the blue caverns and exit to the north. Go toward the steps to find Phacia. When you speak to her, choose the top dialogue option to get the password to enter Ruid. Heal at the statue and go back to the world map to enter that city.

Ruid

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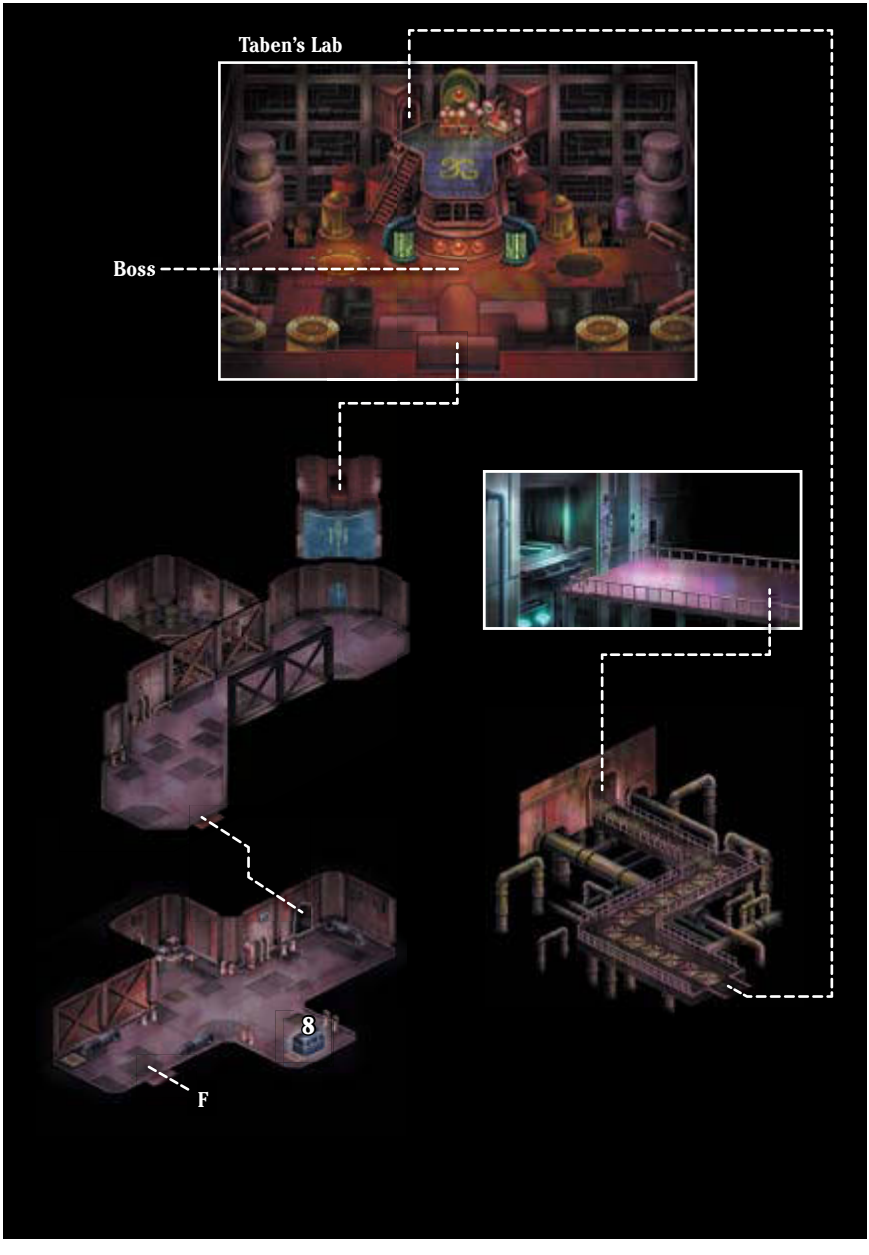
Walkthrough: Froniter



Treasure Chests		
Number	**Contents**	**Notes**
1	Healing Fruit	—
2	Star Light	—
3	Beam Armlet	—
4	Silver Light	—
5	Silver Light	—
6	Fortune Ring	—
7	Sealing Mace	—
8	Tri-Ring	—

Monster Stats				
Monster	**HP**	**EXP**	**Silver**	**Item Drops**
Wyndam	206	850	201	Healing Fruit
Heavy Panzer	310	880	310	Healing Fruit, Angel's Tear
Demon Mirror	109	860	156	Star Light
Baigen	260	870	204	Star Light, Angel's Tear

Track down the Magic Emperor

Approach the fortress, and your party will go to the secret entrance. Use the password you just received. Enter the building to the northeast to find a chest containing a **Star Light.** Return to the main street and go north, where you encounter the Wyndam. They seem rather resistant to Mia's magic, but they take a lot of damage from Alex and Kyle. Their Thunder Mesh attack can do over 70 Damage, so when they are in large groups, use Flash Cut to take them out before you get seriously damaged.

Go north and enter the first house to the northwest of the street. Inside is a chest with a **Silver Light.** Go back outside and enter the house to the southeast. Open the chest to receive a **Beam Armlet** for Mia. Head back out to the streets and cross the tracks to the southeast to exit this area.

Go southeast a few steps past the Heavy Panzer and enter the house to the north. It might be hard to avoid the tank on the streets, and if you have to fight it, several Wyndam will join this enemy. Have Mia cast ice or fire to weaken the group, but you also might want to use Kyle's or Alex's skills. The Heavy Panzer has a Heavy Cannon attack that does decent damage to anyone in its path. Both of these foes have group-damaging attacks, and if you can't finish them quickly, be prepared to heal a lot. Inside the house, you will find a chest with a **Sealing Mace** for Jessica. Backtrack to the previous section.

Walkthrough: Froniter

Make your way to the northwest corner through a bunch of Wyndam. Enter the house in this spot to get a **Silver Light** from the chest. Exit to the streets and leave this section to the west. Go northwest and you will run into the last two monsters: Baigens and Demon Mirrors. Both of these enemies take a ton of damage from Flame Circle, making them the easiest foes if Mia gets to go first. The Baigen have a Fire Kick attack that is very damaging, so make them your main focus. Enter the house to the northwest to find the **Fortune Ring** in the chest.

Return to the previous area and go across it to the southeast. At the road's end, go north to enter the next section. Battle northeast to get the chest in the open, which contains a **Healing Fruit.** Once again, go back to the previous area. Head northwest, and when you reach the house in the corner that held a chest, go northeast through the narrow alley to the next area.

Travel northeast and enter the building. Continue through the next room and avoid the tanks. Open the last chest, which holds a **Tri-Ring,** and continue northeast. Follow this route until you run into Taben and his evil invention, the Magic Masher.

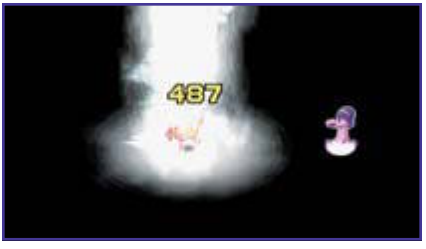
Boss: Magic Masher

Boss Stats	
Recommended Level	39
EXP	30,000
HP	6,241
Attack	198
Defense	118
Agility	69
Wisdom	118
Resistance	98
Weaknesses	Wind, Fire, and Ice

Boss Attacks	
Slash	Physical attack that does minimal damage
Riot	Moderate lightning damage to the whole party
Thunderbolt	Very high damage to one character

The Masher has a lot of lightning attacks that can do heavy damage. It can even knock out your characters in one shot. This means that Jessica will be very busy healing and will probably not be able to attack. Have her cast Divine Litany the first round to gain health each turn, and have her use Calm Litany when several of your friends are low on health.

Alex and Kyle should follow the usual protocol of Vigor, Power Up, and possibly Endow Weapon. Have both of them attack with Sword Dance and Power Slash every turn. Keep in mind that if either of them gets knocked out, they will lose their attack boost and get set back several turns. Keep them healthy at all costs.

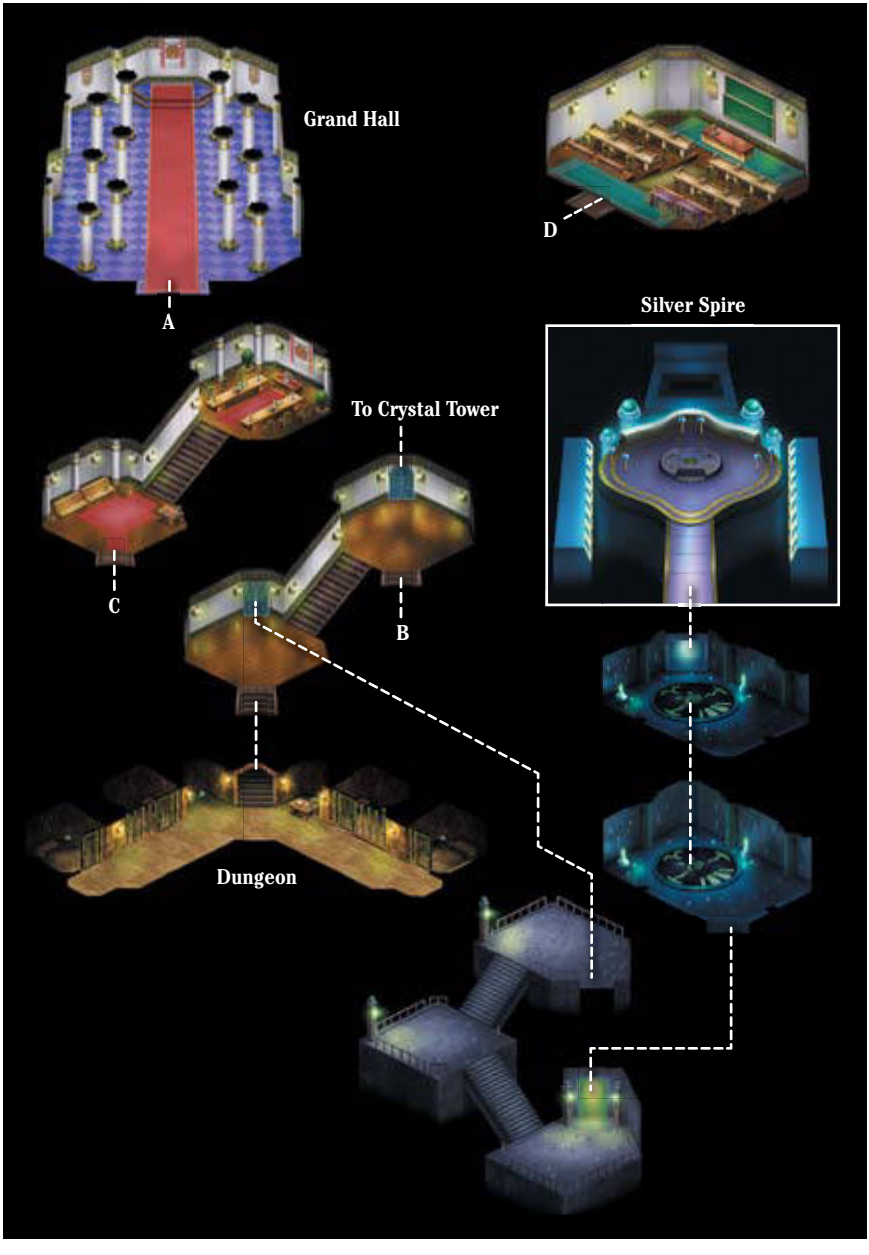


This boss is weak to fire and ice, so Mia will have her pick of elemental attacks, like Ice Geyser or Inferno. She is a big help in this fight, putting out about 500 Damage per round. In the long run, it might be worth boosting the boys' attack with Endow Weapon, but Mia deals a lot of damage, and it is probably better to have her attack each turn.

After you defeat the boss, choose to forgive your friend and follow after Taben. Witness the launching of a massive death machine. Exit from Ruid to follow it. On the world map, choose the Airship to chase after the war machine. Your tiny airship can't get past the barriers on the massive machine, but Mia has an idea on how to stop it, which involves going to Vane.

Walkthrough: Froniter

Silver Spire


Grand Hall
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Silver Spire
To Crystal Tower
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Dungeon

Walkthrough: Froniter

Unleash the Power of Vane

Talk to everyone in the Great Hall, then exit the Guild and go south to find Nash. Talk to Nash and the drooling old lady, and then proceed back to the Great Hall. Speak to Lemia and then exit the hall. Head through the first open door to the left. Go down the stairs and talk to your friends. When Mia removes the seal to the Silver Spire, step inside. Mia will use the power of Vane to try stopping the machine. She will succeed in disabling it, but now you must destroy it. When you are ready to start your assault, warp to the Transfer Spring and exit to the world map, where you should select "Grindery."

Secret Item Errands

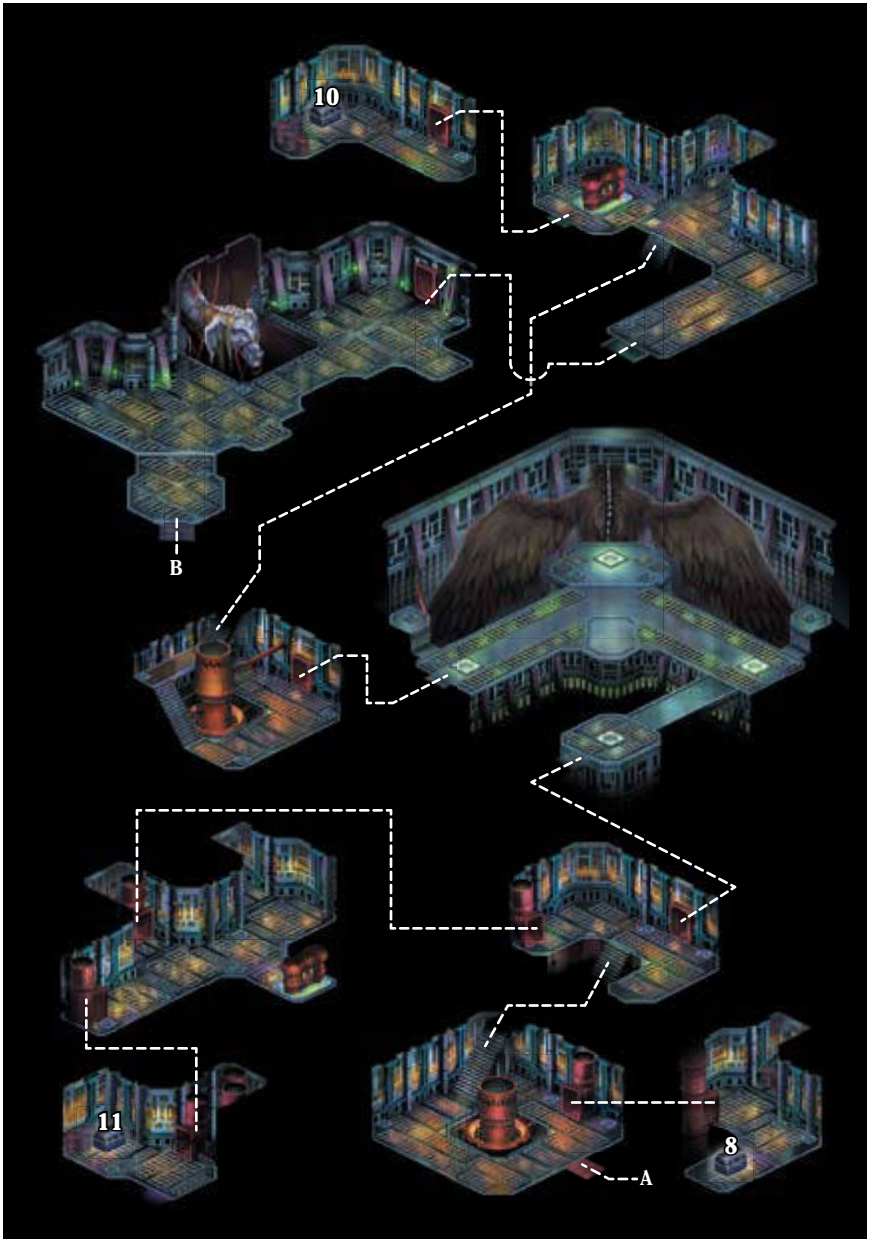
Before you tackle the Grindery, you have a small window of opportunity to collect some very special items. Now that you are no longer in the Frontier, your Dragon Wings will work again. Fire them up and warp to Lann. Go into the chief's house; talk to him to get the **Fiend's Tear.** This powerful item causes any physical attack to strike all enemies. However, this won't work well on bosses, but it can be very useful for other foes. Unfortunately, it allows you only one attack per round.

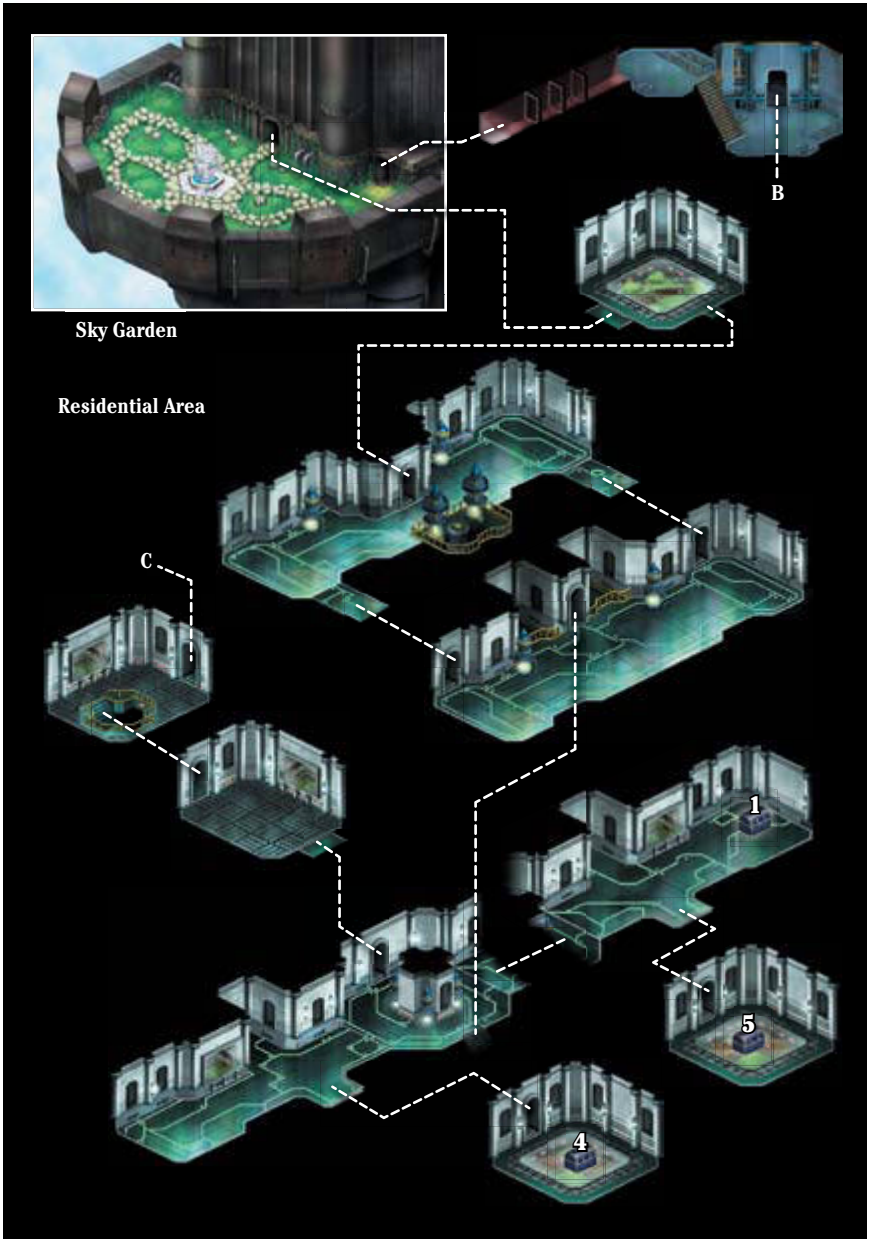
Warp to Reza and enter the tavern. Make your way to the Thieves' Bazaar, but before you enter, go into the bedroom to the northeast. This is the same room where the little girl was being abducted earlier. Talk to Lily twice to get the **Gale Ring.** This item gives an extra physical attack each turn. In fights against regular enemies, this is great for Alex, Kyle, and Jessica, who are melee brawlers. However, in a boss battle, the boys will be using skills and magic to do damage, but it might still be helpful for Jessica.

From Reza, exit to the world map and select Damon's Spire to the south. You must go to Damon's Chamber. The good news is that the monsters won't be a challenge, and all the walls have already been lowered. Refer to the map to take the shortest route to the Spire's top. Speak to Damon to receive the **Orb Ring.** This is an extremely useful item that cuts MP consumption in half! Give this to whichever character seems to be running out of magic. Mia and Nash are obvious choices, but Alex could use it to take advantage of some of the costly dragon spells.

Grindery

Walkthrough: Froniter

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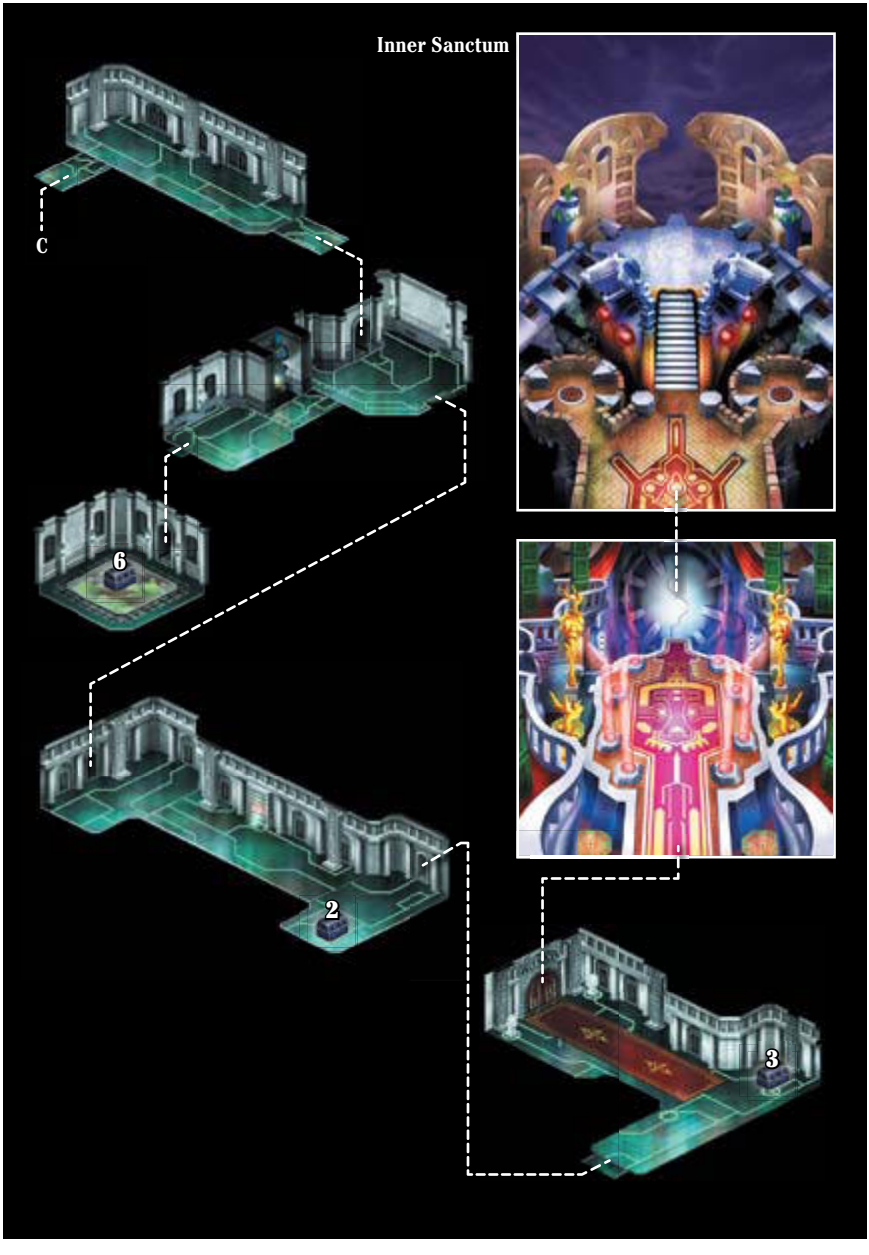
Walkthrough: Froniter



Treasure Chests		
Number	**Contents**	**Notes**
1	Angelic Garment	—
2	Lacquer Helmet	—
3	Lacquer Shield	—
4	Illusion Ribbon	—
5	Angel Ring	—
6	Divine Bandanna	—
7	Healing Fruit	—
8	Silver Light	—
9	Silver Light	—
10	Star Light	—
11	Healing Fruit	—

Monster Stats				
Monster	**HP**	**EXP**	**Silver**	**Item Drops**
Death Armor	350	1015	216	Star Light
Tank Golem	400	1045	240	Angel's Tear
Soul Stealers	300	1000	157	Healing Fruit
Magic Machine	350	1030	319	Star Light
Killer Quill	420	1080	256	Angel's Tear, Healing Fruit
Arrow Fish	270	1060	221	Star Light
Bomb Angel	330	1070	320	Star Light
Archmage	320	1050	235	Holy Water, Healing Fruit
Force Master	300	1000	157	Healing Fruit

Destroy the War Machine

CAUTION

Once you enter the Grindery, you can't leave until you complete it. Make sure you are well equipped and have done everything else you want to do. Also, this is a tough dungeon with monsters that deal a lot of damage. If you are having a tough time, you can avoid some of the common treasures to prevent fighting monsters again due to backtracking.

Don't worry about breaking into the mobile fortress. The Vile Tribe will open the door and greet you with several Death Armors. These can be tough enemies to deal with, but luckily, they are weak to fire attacks. Use Mia's Inferno spell to wipe them out before they can move. Round two will be more Death Armors and several Force Masters. Once again, use Inferno and have the other characters attack the Force Masters.

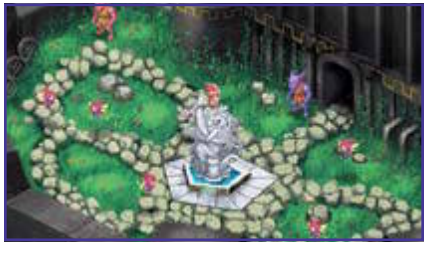
As soon as you enter, you will be confronted by Soul Stealers. After their defeat, go northeast up several flights of stairs and open a chest to find **Healing Fruit.** Go up some more steps, walk through the doorway, and Soul Stealers and Magic Machines will accost you. The Magic Machines are a real problem, because their Burst attack does heavy damage, and it can paralyze. Nash and Mia should use their strongest magic, although none of these foes are particularly weak to any of them. Alex and Kyle should use Sword Dance or Power Slash on the Soul Stealers, as they have an unusually high magic resistance and are weak to those attacks.

Walkthrough: Froniter

Go southwest through the next doorway to enter a room with a chest containing a **Silver Light.** Head back out of this room and exit to the northeast. Run up the ramp and cross the bridge to dash past some Death Armors. Remember that these foes are weak to fire and lightning attacks. After you wipe them out, exit through the doorway to the west. Take a short diversion by going through the northeast exit to find a chest with a **Silver Light.**

Return to the previous room and continue up the steps. Go through the west exit to run into the Tank Golem. These deadly machines have long swords that can deal heavy damage. Also, their Reckless Run attack can hit the entire group for moderate damage. Once again, the machines are your primary targets. Hold nothing back when fighting these foes, as you should have enough Star Lights to replenish your MP. After you defeat them, go southwest to the next room, where you will find a chest containing a **Healing Fruit.** Backtrack through the two previous rooms.

From this familiar room, take the northeast exit. Follow the bridges and try to dodge the Soul Stealers as you circle to the west to leave this open area. Walk up the next several staircases, and exit this next room southwest of the red structure. Grab the **Star Light** from the chest and return to the previous room. This time, use the southern exit, on the opposite side. The next room reveals the White Dragon imprisoned by the Magic Emperor. This should strengthen your resolve to defeat the mastermind of this evil plot and free the dragons!



Exit that horrible room, go up some stairs, and walk down the red corridor. To your surprise, you arrive at the Sky Garden, a lush and peaceful open-air deck. Use the Althena statue and speak to the misinformed fairies. No matter what they think, the Magic Emperor must be stopped!

When you leave the garden, two new enemies will assault you: Arrow Fish and Killer Quills. The Arrow Fish are weak to lightning and fire, so let Nash and Mia handle them. They have a White Arrow attack that can cause a decent amount of damage, but they aren't very tough to defeat. After all the magic damage, the Killer Quills will be very weak, so have Alex and Kyle finish them off with normal attacks. Exit into a long hallway. Both exits lead to the same place, so pick whichever one has the least troublesome monster patrolling it.

You enter another hallway that is nearly identical to the previous one. However, this time, the exit is in the center of the room. Lurking around are two more new enemies: the Bomb Angel and the Archmage. The Archmage is similar to the sorcerers you fought before. Their wave attacks can deal moderate damage or can petrify your friends. The Bomb Angels can use a Zero Wing spell that is rather painful. Luckily, they are weak to Nash's or Mia's magic. After you win the battle, go through the center door to the next room.

Take the southeast exit to go into a room that has a chest filled with an **Illusion Ribbon** for Mia. Return to the previous room and exit northeast. Dash past the Magic Machine and open the chest to find the **Angelic Garment** for Jessica. Exit this room to the east to find another chest that has an **Angel Ring.** Return to the hallway room. This time, use the exit behind the pillar to the northwest.

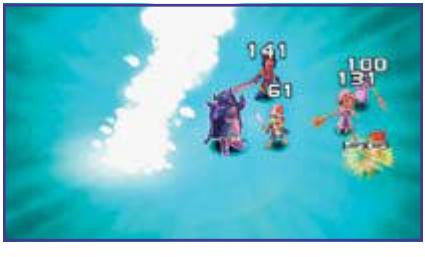
Follow your current route through the next couple of small rooms and into another long hallway. Walk to the southeast and exit to the next room. Run to the southwest to exit into a small room with a chest that contains a **Divine Bandanna** for Nash. Return to the last room and exit to the northeast. Race down the hallway to find a **Lacquer Helmet** in a chest that is on the opposite wall of the exit. Head into the next room to find a chest with a matching **Lacquer Shield.** These are great upgrades for Kyle! Save your game and step onto the red carpet.

Walkthrough: Froniter

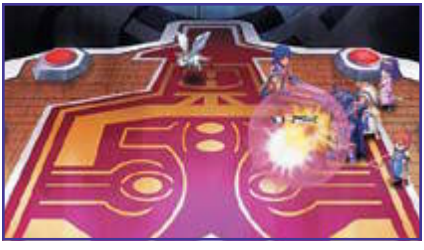
Boss: Magic Emperor

Boss Stats	
Recommended Level	41
HP	8,380
EXP	50,000
Attack	223
Defense	173
Agility	51
Wisdom	222
Resistance	118
Range	40
Weakness	—

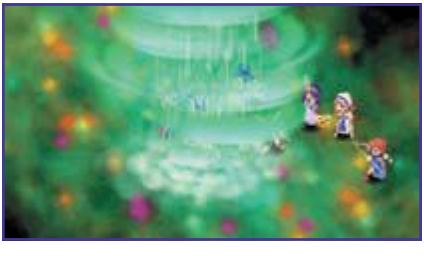
Boss Attacks	
Energy Ball	Melee attack for minor damage to one character
Tornado	A wind-based magic spell that does high damage to the entire party
Nitro Dagger	An ice-based magic spell that does high damage to the entire party
Rock Crush	An earth-based magic spell that does high damage to the entire party
Inferno	A fire-based magic spell that does high damage to the entire party



This is going to be a very tough battle. The Magic Emperor has several elemental spells that hit the entire party for 100 Damage or higher. You will need to heal a lot to survive this fight. Also, it is critical to keep your team's health high enough to survive these attacks or the whole party can be knocked out in one attack.



Since healing is such an important part of winning this fight, Jessica should cast Divine Litany in the first round and probably use Calm Litany every turn after that. If she can't keep up on healing everyone, have Nash or Mia use items. If your party is really low on health, use Alex's Dragon Healing to completely restore everyone's health. The boss uses a magic spell in every round; this will put you near the edge of passing out. The only time you get some breathing room is when the Magic Emperor does his melee attack, since it causes only minor damage.



Both of your offensive spell-casters can do only about 200 Damage. Nash should cast Thunderbolt every round unless someone is in desperate need of healing. Mia can use any powerful magic spell, like Ice Geyser, but she should also aid the party when it is necessary. Since this is a long fight, it is probably worth having Mia cast Endow Weapon on Alex and even Kyle. One other option is for Mia to use her Mist Barrier Arts spell to add additional protection.

As usual, the boys should boost their attack with Vigor and Power Up. Follow this with Sword Dance and Power Slash. If Kyle has a full Arts gauge, be sure to unleash his Shine Blade. In addition, if Jessica gets a break from healing, she should use her Ire Sledge Arts attack.

With the Magic Emperor gone, it's time to walk up the stairs and get the girl...or maybe not. There is no way to win this next battle, so don't bother struggling. The Magic Emperor was a lot more powerful than you imagined, and your entire party is knocked out. Nall will try to save the team, and with the help of the White Dragon, you will be teleported to Jessica's room in Meribia.

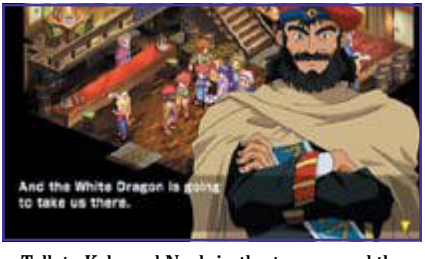
Meribia Revisited

Regroup

TIP

Make sure to visit Ramus to get all the freebies you can carry. He is giving away all of his items for no charge, so take advantage of it!

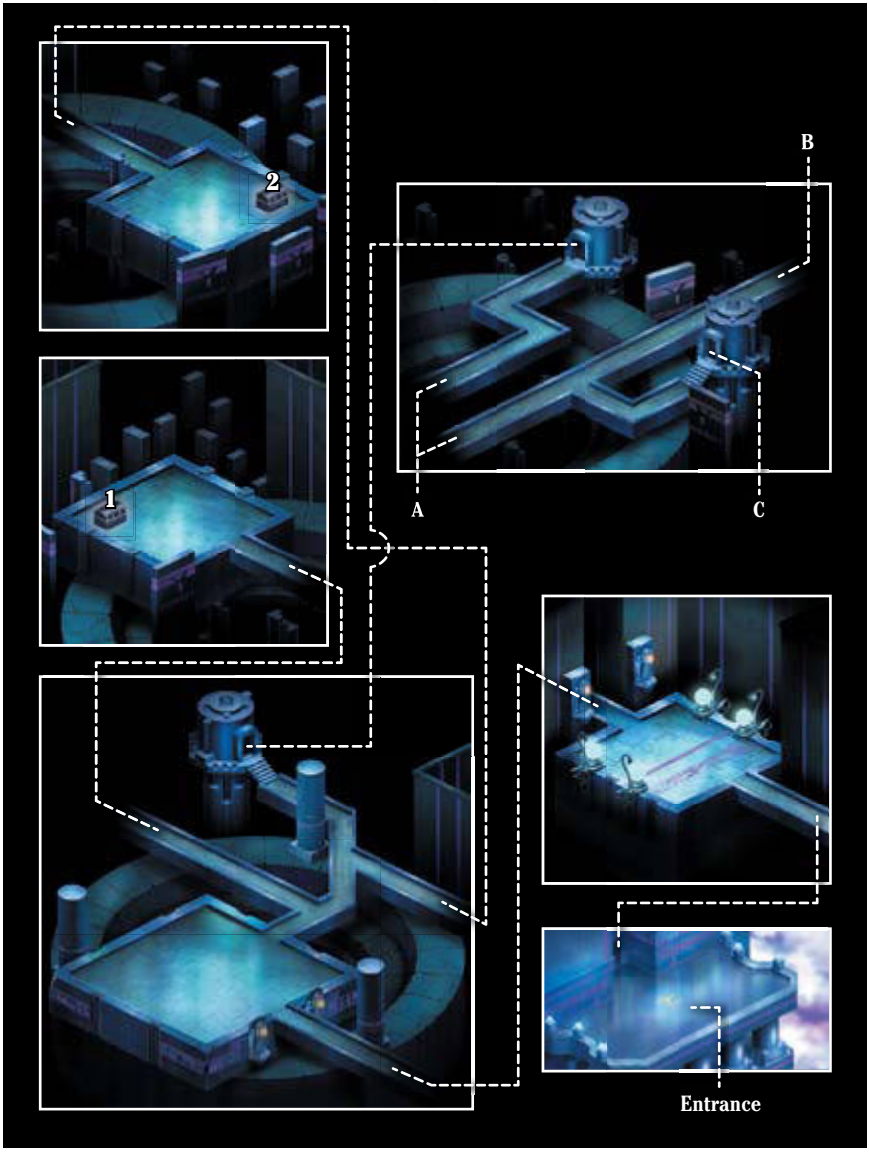
When you awake, go downstairs to Mel's office to talk to Jessica and Mia. Kyle and Nash told you where they were going, but before you check in on them, perform a quick errand. Go to Ramus's Shop and speak to him to get **Jessica Bromide 2** and **Mia Bromide 2.** Also, everything in the store will now be free! Stock up on 99 of every item he sells!

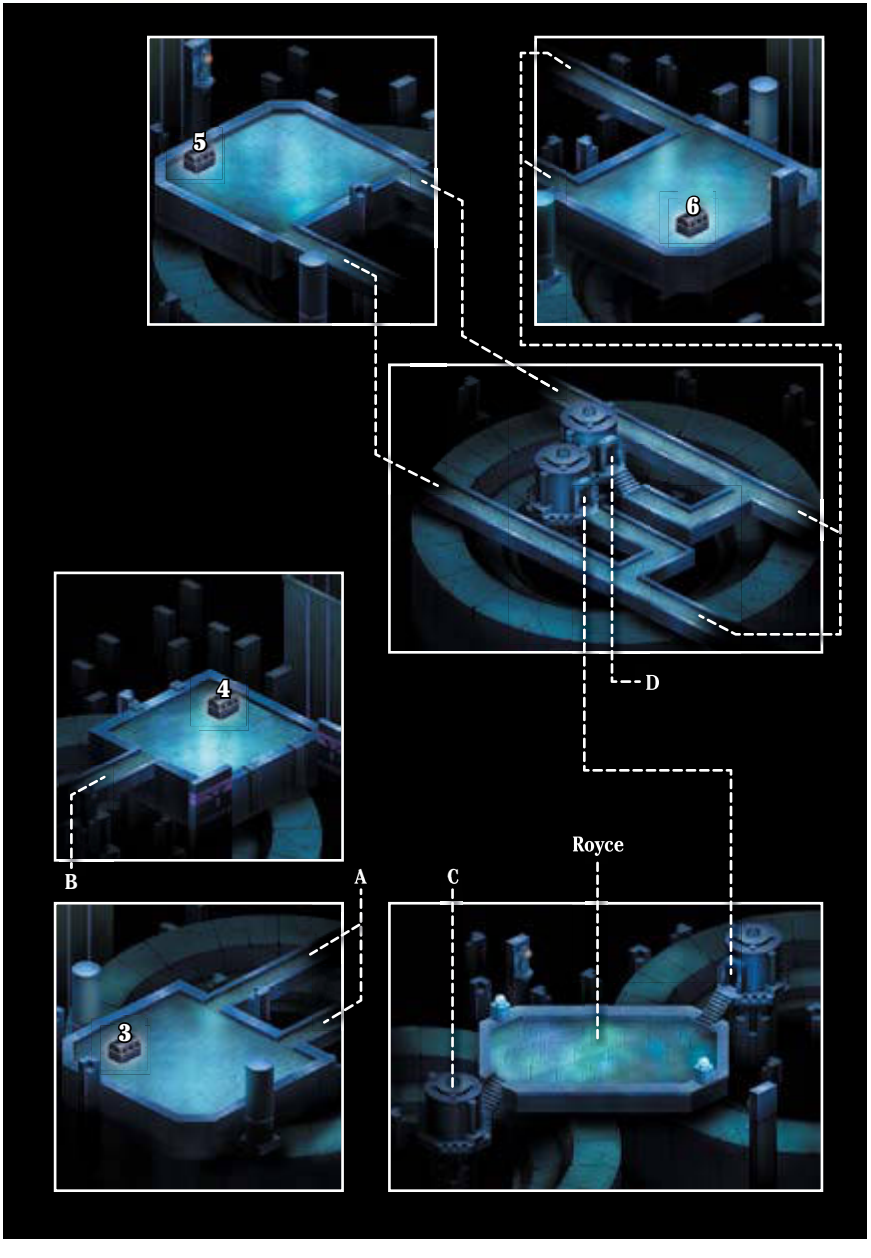


Talk to Kyle and Nash in the tavern, and then return to Mel's office to speak to Jessica and Mia. Go back to the bar with the ladies and speak to Kyle and Nash again. When Laike talks to him, say you are ready to go. This is your last chance to do anything else you want in the game. Once you say yes to Laike, you will be on a path to the final confrontation. Pull the sword from Dyne's monument to receive **Althena's Sword**. If you equip this blade along with the Dragon armor, shield, helmet and ring Alex will gain the 4-Dragon Blade Arts attack. When you are ready for a final showdown, fly to Azure City.

Walkthrough: Froniter

Azure City

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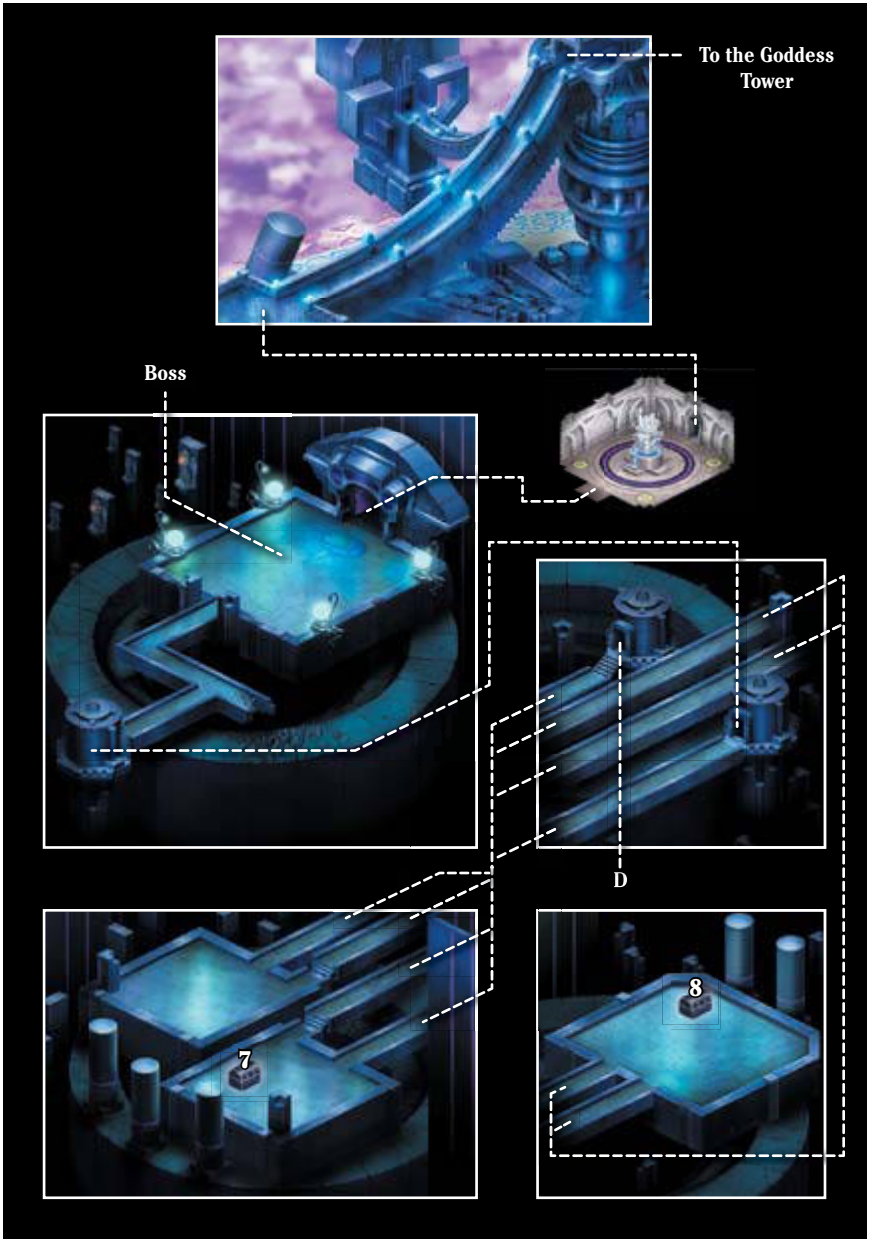
Walkthrough: Froniter



Treasure Chests		
Number	**Contents**	**Notes**
1	Lacquer Armor	—
2	Dragon Staff	—
3	Arcane Garment	—
4	Palladium Robe	—
5	Starlight Bow	—
6	Holy Mace	—
7	Silver Light	—
8	Angel's Tear	—

Monster Stats				
Monster	**HP**	**EXP**	**Silver**	**Item Drops**
Death Warrior	270	1380	324	Healing Herb
Spellcaster	330	1400	231	Healing Fruit, Angel's Tear
Gades	550	1420	338	Star Light, Healing Fruit

Save Luna, Save the World

TIP

Don't hold anything back in regards to magic and skills. If you got 99 Star Lights from Ramus, you can recharge your MP whenever you need to!

Fortunately, this dungeon is one of the most straightforward, and it contains easy-to-locate chests that have the best equipment for your characters. Enter the city and read the history of Lunar from the blue spheres.

When you enter the next room, barriers will prevent you from leaving until you defeat the monsters. The Death Warriors are not extremely vulnerable to Nash's or Mia's magic, but Inferno can nearly finish them. Their teleport attack is not a big concern, but their Shot Lancer attack can do nearly 80 Damage. Soften them up with any magic, and have the three melee fighters finish them off.

The next monsters to tackle in this area are the Spellcasters. They have two ice spells that do moderate damage, but their ice abilities give you a clue that they are weak to fire. Have Mia cast Inferno to take them down quickly.

When the barrier drops, take the northwest path to enter an area with a chest that holds **Lacquer Armor;** this completes Kyle's set. After you defeat the monsters, the barrier in this section will drop, allowing you to return to the previous section. Go the opposite way, to the east, and enter the next room to battle Gades. These hulking snake-men have some very powerful physical attacks and are tough to take down. Use Kyle's Power Slash along

Walkthrough: Froniter

with a combo of magic spells from Nash and Mia before they do too much damage. When they are gone, open the chest to find the **Dragon Staff** for Mia. Return once again to the previous room, and finally go northwest to the next section.

Travel south into another room with more monsters and barricades. Finish off the enemies and open the nearby chest to find the **Arcane Garment** for Jessica. After the brawl, exit to the northeast. Pass up the intersection and stay on this path to reach the next room. Collect the **Palladium Robe** from the chest and return to the intersection in the previous room. From the intersection, go northeast into the small building.

When you arrive in the open area, Royce will put a nasty curse on you. The only way to get rid of it is to defeat her. Head up the stairs and continue to the next room. Go southeast to enter the next area and battle the monsters. When you start the fight, several characters will be asleep. This is Royce's handiwork. You can wake your friends or just smash the monsters without them. When you are done defeating the enemies, open the chest to find a **Holy Mace** for Jessica. Exit to the top path, going northwest; stay on this course past an intersection. Defeat the monsters and claim the **Starlight Bow** from the chest in the back of the room. This is great for Nash. Go back to the intersection you passed and turn down that route to enter the small building.

Go south to the next section and defeat the monsters. Walk up the stairs to the next room, and follow the walkway northeast. Destroy all three groups of monsters and open the chest to get an **Angel's Tear,** if you can hold any more loot. Take the southwest exit to the right, and go all the way south to a chest containing a **Silver Light.** Take the northeast exit, and follow it into a small building. Go northwest, but before you enter the open section, save your game.

Boss: Royce

Boss Stats	
Recommended Level	44
HP	8,920
EXP	50,000
Attack	276
Defense	172
Agility	54
Wisdom	162
Resistance	148
Weakness	Ice
Resistance	Fire

Boss Attacks	
Cross Bridge	A flaming dash attack that does moderate damage to the party
Shot Lancer	Series of projectiles that deal heavy damage to one character
Flare Strike	Moderate fire damage to one character
Flame Bind	A paralyzing ball binds one character and causes damage each round
Arc Flare	An explosion that does moderate damage to the entire party

You start this battle with Royce's curse in effect, and several of your characters will be sleeping. This is a big problem if it affects Jessica or Alex, as you will have no way to easily heal your entire group. Also, Royce does extra damage to anyone who is sleeping, so revive him or her as soon as you can.

Alex and Kyle should power up their attacks as usual and strike with Sword Dance and Power Slash every turn. Also, use Kyle's Shine Blade if his Arts attack is available.

Since Nash's magic spells do little damage, use him in a support role, boosting HP and MP for any of his damage-dealing teammates, such as Alex, Kyle, and Mia. Mia, on the other hand, does a ton of damage with her ice attacks. The fact that Royce is engulfed in flames should tell you that she is weak to ice. You can use Mia to power up Alex, but in the short term, you will lose 600 Damage that she does every turn.

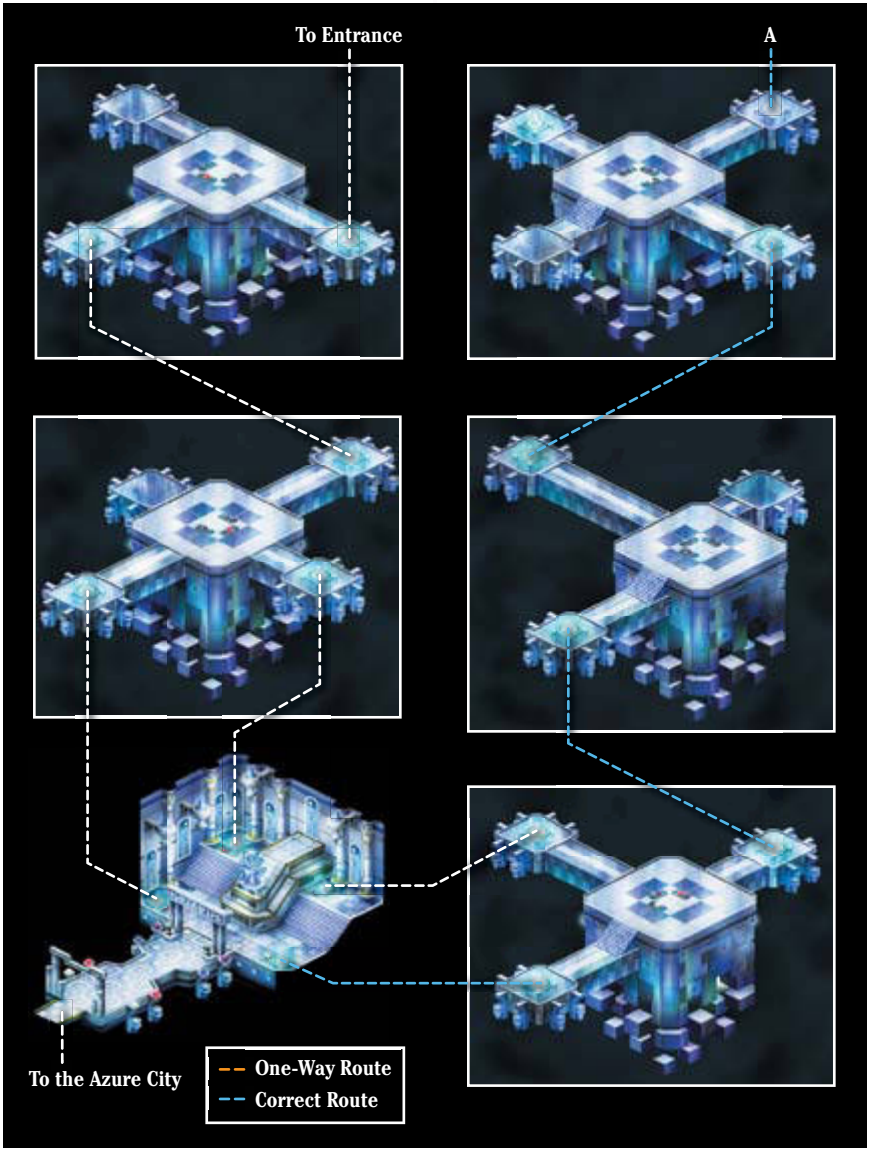
Walkthrough: Froniter

Because Royce's attacks are fire based, a Fire Ring could come in handy, but many of her attacks hit the entire party. Her attacks do a decent amount of damage but not enough to knock out a character in a single turn. Use Jessica's Divine Litany in the first round and follow it with Calm Litany whenever needed.

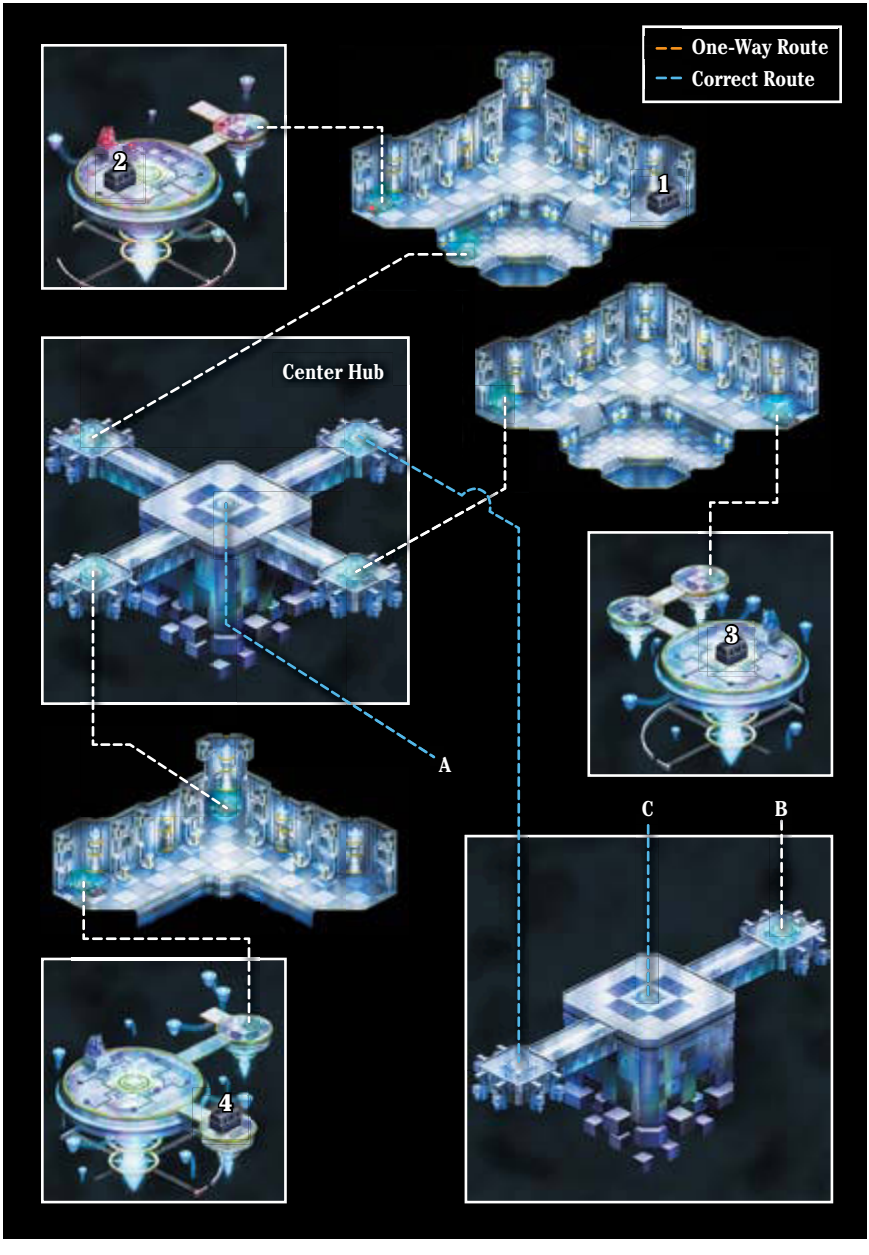
The Flame Bind spell doesn't cause any immediate damage, but it will do a small amount each round. Worse yet, the player that gets hit will be paralyzed and unable to act. Use Purity Litany or an item to get that character back into the fight.

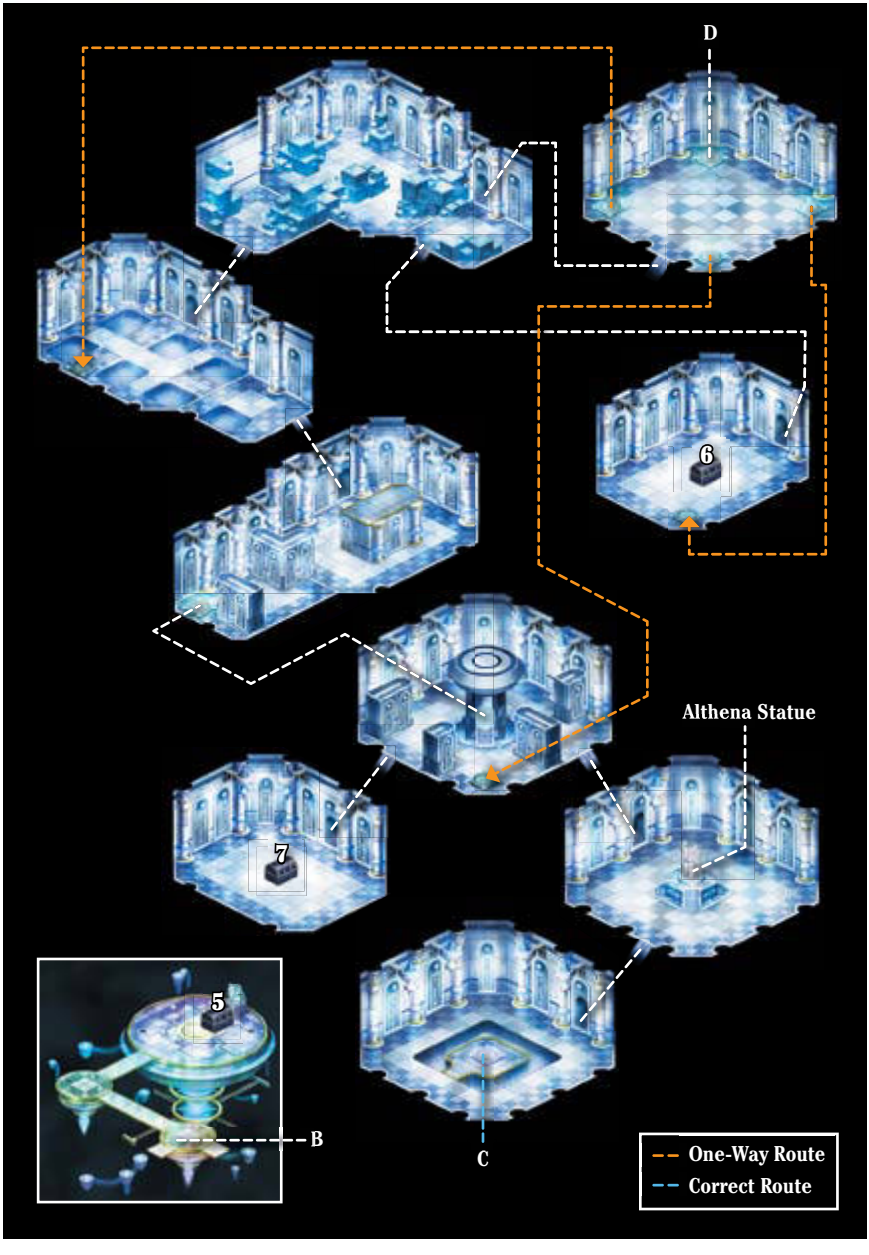
After you defeat Royce, go into the next room and use the Althena statue. Walk up the long, slanted path to reach the Goddess Tower.

Goddess Tower



Walkthrough: Froniter

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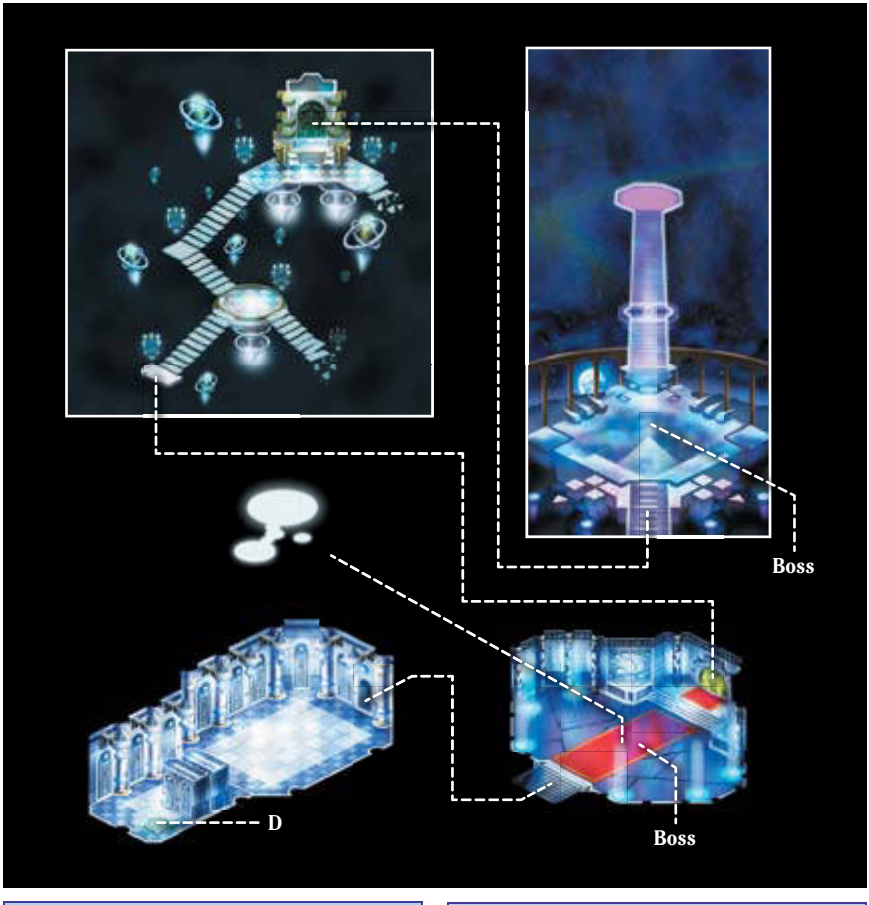
One-Way Route
Correct Route

Walkthrough: Froniter



Treasure Chests		
Number	Contents	Notes
1	Silver Light	—
2	Advent Armlet	—
3	Avatar Robe	—
4	Hero's Armlet	—
5	Spirit Talisman	—
6	Silver Light	—
7	Nameless Sword	—

Monster Stats				
Monster	HP	EXP	Silver	Item Drops
Ring Horn	500	1380	250	Angel's Tear, Wrath Ring
Devil Bomber	360	1800	260	Angel's Tear, Devil Pendant
Graven Image	420	1850	275	Holy Water, Protection Ring
Great Demon	666	2300	500	Healing Fruit, Crystal Pendant

Destroy the Magic Emperor

Welcome to the final dungeon! The monsters in this place are pretty tough—but so is your party. Also, you can avoid most of the foes in this area, but you should battle them to get as much experience as possible. This tower is a series of one-way exits and tricky paths. Check out the map for the correct route to follow!

Start by stepping on the white transporter to the southeast. Climb the steps and battle the Ring Horns and Devil Bombers. The Ring Horns are weak against Alex's Flash Cut. Use it to weaken the group and follow up with Mia's and Nash's magic spells to finish the group. After dispatching the monsters, go northeast to the transporter.

The next area has more Ring Horns and some new foes, Graven Images. Graven Images have a Spectral Shot attack that does moderate damage. This is still not a problem for your team as long as you have everyone use their strongest skills and magic. After you are victorious, go northwest to the next teleporting pad.

In the following area, go northeast to the next transporter. This will place you in the center of a platform that has the last new monster, the Great Demon. This enemy is a serious threat. Its Arc Bolt attack strikes any characters in its path, and it does enough damage to knock out a character in one shot. These can be a real pain, so make them the highest priority and be sure to keep an eye on your health.

Walkthrough: Froniter

This area is a sort of hub that has four possible routes. Three of them lead to valuable items, and the fourth will take you to the tower's top. Start out by going southeast to the next transporter. Run across the top section and use the teleporting pad at the end of the room. Open the chest in this room to find the **Avatar Robe** for Nash. Backtrack to the center hub and go northwest this time.

Defeat the Ring Horns and go upstairs to the northeast to find a chest containing a **Silver Light.** Go west and use the next transporter to find a chest with the **Advent Armlet** for Jessica. Return to the central hub once more, and go southwest this time. Use the teleporting pad to the southwest to collect the last of these hub-related treasures from a chest on a small platform. Open the chest to find the **Hero's Armlet,** and have Mia equip it. One last time, go to the central hub and finally leave to the northeast.

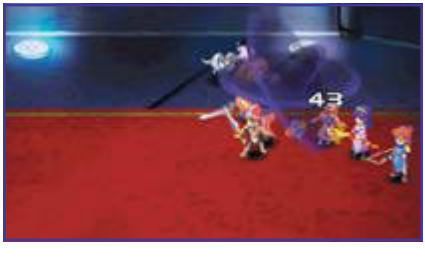
Continue northeast to the opposite side and teleport to the next room. In this room is a chest containing the **Spirit Talisman.** Go back to the previous room and use the center teleporting pad. Exit this room to the northeast. Use the Althena statue in the room's center and exit to the northwest. Walk completely around the center column and go down the stairs to the southwest. Open the chest in this empty room to receive the **Nameless Sword** for Kyle. Return to the previous room and go inside the large pillar to teleport.

Walk northeast and exit up the stairs in the northwest corner. Travel northwest and go up the stairs to the northeast. Make your way around all the blocks and exit to the northeast. Open the last chest to find a **Silver Light.** Use the teleporter in the northwest corner. Save your game before you enter the next room, and then go northeast to meet Xenobia. As one last attempt to disband your team, Xenobia will play mind games and create distracting illusions for each character. When Nall talks to you, choose the top dialogue choice to continue.

Boss: Xenobia

Boss Stats	
Recommended Level	46
HP	9,700
EXP	55,000
Attack	248
Defense	178
Agility	56
Wisdom	168
Resistance	152
Weakness	—

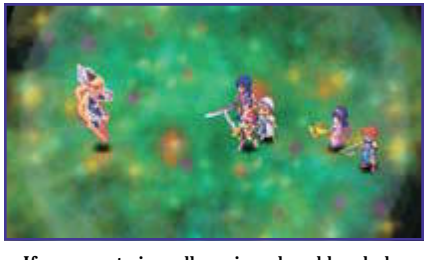
Boss Attacks	
Aura Shot	Moderate damage to all characters
Energy Ball	A melee attack that can be performed twice for minor damage
Sonic Boom	Attacks a row of allies for high damage
Chaos Wave	Damages the entire group for moderate to high damage



Xenobia has a lot of HP, so this is going to be a long battle; however, it won't be very difficult. Many of her attacks are rather damaging, but she often uses her close-up melee attack, which will give you a chance to heal. Start out as usual with Alex and Kyle using their power-up skills and with Mia using Endow Weapon on both of them. Each turn they should attack with Sword Dance and Power Slash unless Kyle can use his Shine Blade Arts attack.

Nash should use Thunderbolt, and Mia can cast Inferno or Ice Geyser. Since this is a long fight, it is worth the effort to have Mia boost the damage output for Alex and Kyle.

Jessica can handle all of the healing duties, but if things look grim, Alex can help out. Start off with Divine Litany and use Healing Litany or Calm Litany as needed. Xenobia's magic does not do enough damage to put your entire team in jeopardy, but be sure to heal after any of her group attacks.



If your party is well equipped and leveled up, this battle won't be much of a challenge. Make sure Jessica has the Tri-Ring to protect her from any status effects so she can take care of her friends. The only serious threat is a series of attacks like Chaos Wave and Sonic Boom that can lead to trouble if your party is weak. Keep their health topped off, and Xenobia will go down eventually.

Use items to restore your HP and MP, and then save your game. The final battle is at hand! You might want to equip some of those Angel Rings you found so you can auto-revive. When you are ready, enter the double doors.

Walkthrough: Froniter

Boss: Ghaleon

Boss Stats	
Recommended Level	46
HP	9,930
EXP	N/A
Attack	254
Defense	153
Agility	51
Wisdom	133
Resistance	152
Weakness	—

Boss Attacks	
Physical Swipe	Physical attack that does minor damage
Worm Crush	Stomping attack that does minor damage to everyone
Hell Wave	Heavy damage in a straight line
Siphon Soul	Does moderate damage to entire party and restores some of his HP
Fate Storm	Knocks out one character if successful
Elemental Attack	Various elemental attacks that affect the entire party for moderate damage

Ghaleon has many of the same attacks as before; luckily they do less damage. However, he can now attack two times per round, and that means even more damage per turn if he uses two of his most powerful magic spells. The good news is that he often uses his melee attack, which does very little damage. This gives you a chance to catch up on healing!

One of his new moves, Siphon Soul, deals heavy damage and restores his HP by about 300. This can be pretty devastating if done after one of his elements moves, since your party will probably be low on health already.

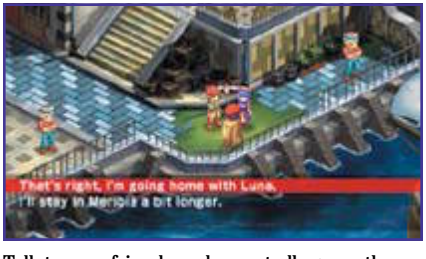
His most deadly attack is Fate Storm, which can instantly drop any character. This is a real pain for guys like Alex and Kyle who spent several turns maxing out their attack power. This move is almost reason enough to have an Angel Ring on your boys.

Nash should use Thunderbolt every turn, and if his Arts gauge is full, use it! He will probably get knocked out at some point in the fight, but since he is not doing a lot of damage, it is not a big loss to wait to revive him. Have him use items to support Alex or Kyle if they are low on health. Likewise, Mia should use her Inferno or Ice Geyser attack to support the team after boosting the boys.

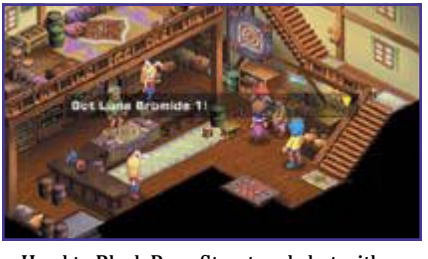
Alex and Kyle should use the same pattern of Vigor and Power Up followed by Sword Dance and Power Slash. It makes sense to have Mia power up both of them, but be very careful about their health. Be sure to use Shine Blade while Kyle is powered up so you can do massive damage.

Jessica will cast Divine Litany as usual and Calm Litany when needed. However, the boss can combo for serious damage, so be prepared to use Alex's Dragon Guard for protection or Dragon Healing to max out everyone's HP.

Epilogue



Talk to your friends and repeatedly go up the steps (you keep falling down) to see Luna. Once everyone is safely back in Meribia, go to Ramus's Shop and speak to him. He will give you the **Luna Bromide 1.** Speak to him again and buy **Jess Bromide 3** and **Mia Bromide 3.**



Head to Black Rose Street and chat with Nash and Mia. Afterword, make your way to Mel's office and speak to Jessica, Kyle, and Mel. When you are done catching up with your friends, go to the Seagull Tavern. Tempest and Fresca, Tempest's wife, have traveled a long distance to see you. Leave the pub and speak to Laike, who is just to the south. Request to go back to Burg when you are done speaking to everyone in town.

Skills & Magic

Character	Skill/Magic	Effect	Attribute	MP	Description	Learned
ALEX	Sword Dance	1E		6	Multi-slash attack	Start of game
	Explosive Stab	EZ		9	Pressure attack	Level 10
	Flash Cut	AE		18	Slice through enemies	Level 18
	Vigor	OS		10	Raises Alex's attack power	Level 12
	Dragon Guard	AA		60	Neutralizes magic attacks once	After White Dragon
	Dragon Wrath	AE	Fire	35	Incinerate with flames	After Red Dragon
	Dragon Healing	AA		40	Completely restores HP and removes abnormal status effects	After Blue Dragon
	Dragon Lament	AE		15	Destroys all enemies onscreen	After Black Dragon
	Zephyr Blade	AE	Wind	Arts	Wind storm that does high damage to all enemies	Start of game
	4-Dragon Blade	1E		Arts	Supreme Dragonmaster art	Equip Dragon armor, shield, helmet, ring and Althena's sword
NASH	Thunderbolt	1E	Lightning	15	Strike with lightning	Level 34
	Riot	EZ	Lightning	6	Area lightning attack	Start of game
	Electro-shower	AE	Lightning	18	Fierce lightning attack that hits all enemies	Level 23
	Spark Ball	EZ	Stun	10	Paralyze enemies	Level 18
	Sleep	EZ	Sleep	7	Puts enemies to sleep	Level 12
	Confusion	EZ	Muddle	6	Confuse a group of enemies	Start of game
	Enclose	EZ	Seal	8	Seals enemies from performing magic	Level 15
	Stone	EZ	Stone	9	Petrifies enemies so they can't act	Level 20
	Thunder Rain	AE	Lightning	Arts	Relentless shower of lightning	Level 1
	Spark Wave	AE	Stun	Arts	Paralyze all foes	Requires Guild Emblem

Effect Legend

1A (one ally): Affects only the selected ally
AA (all allies): Affects all of the allies in the party
AZ (ally zone): Affects only the allies who are in a selected area
OS (oneself): Affects only the person casting the magic spell
1E (one enemy): Affects only the selected monster
AE (all enemies): Affects every enemy on the screen
EZ (enemy zone): Enemies located in a selected area will be affected.
SL (single line): Affects foes that are in the line of attack

Character	Skill/Magic	Effect	Attribute	MP	Description	Learned
JESSICA	Heal Litany	1A		4	Restores HP to one ally	Start of game
	Purity Litany	1A		4	Cures abnormal status effects	Level 14
	Calm Litany	AA		15	Restores HP for the entire party	Level 16
	Divine Litany	AA		12	Restores HP at the start of every turn for the entire party	Level 25
	Charity Litany	1A		10	Heals all HP for one ally	Level 31
	Miracle Litany	1A		20	Revives one fallen ally	Level 35
	Banish Litany	1E		6	Forces one enemy to flee from battle	Level 27
	Return Litany	AA		1	Return to the entrance of a dungeon	Start of game
	Ire Sledge	1E		Arts	Hammer attack that does high damage	Start of game
	Judgment Litany	AE		Arts	Instant death to all enemies	Requires Althena Doll
MIA	Flame Blast	1E	Fire	13	Fireball attack	Level 24
	Flame Circle	EZ	Fire	7	Fire damage to a group of enemies	Start of game
	Inferno	AE	Fire	30	Searing firestorm that burns all foes	Level 35
	Endow Weapon	1A		11	Strength increase for ally	Level 27
	Freeze Burst	1E	Ice	5	Exploding ice ball	Start of game
	Ice Geyser	EZ	Ice	15	Erupting ice pillar	Level 21
	Blizzard	AE	Ice	10	Ice damage to all foes	Level 15
	Endow Shield	1A		11	Raises one ally's defense	Start of game
	Mist Barrier	AA		Arts	Protects allies from damage	Start of game
	Double Spell	AE		Arts	Fire and ice assault on all enemies	Requires Master Ribbon

Effect Legend

1A (one ally): Affects only the selected ally
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Skills & Magic

Character	Skill/Magic	Effect	Attribute	MP	Description	Learned
KYLE	Power Slash	1E		6	Fierce arching slash	Start of game
	Power Sweep	AZ		9	Powerful side swipe	Start of game
	Sonic Riser	SL		14	Energy wave attack	Start of game
	Power Up	OS		8	Increase Kyle's strength	Start of game
	Shine Blade	1E		Arts	Extreme damage to one enemy	Start of game
	Break Dive	1E		Arts	Desperate offensive attack	Requires Brigand Medal
LUNA	Healing Song	1A		4	Heals one ally	Start of game
	Purity Song	1A		4	Cures one ally	Level 5
	Slumber Song	AE	Sleep	8	Puts enemies to sleep	Level 7
	Cascade Song	1A		10	Raises strength of one ally	Level 9
	Tranquil Song	AA		15	Restores HP for entire party	Level 10
	Escape Song	AE		10	Party flees from battle	Level 12
	Goddess Hymn	AA		Arts	Completely restores HP and MP for entire party	Start of game
GHALEON	Inferno	AA	Fire	14	Fire damage to all foes	Start of game
	Nitro Dagger	AA	Ice	14	Ice damage to all foes	Start of game
	Tornado	AA	Wind	10	Wind damage to all foes	Start of game
	Rock Crush	AA		10	Earth damage to all foes	Start of game
TEMPEST	Flash Arrow	EZ		8	Arrow attack that hits several enemies	Start of game
	Flash Wind	AE		10	Blows away enemies, allowing the party to escape	Start of game

Effect Legend

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AA (all allies): Affects all of the allies in the party
AZ (ally zone): Affects only the allies who are in a selected area
OS (oneself): Affects only the person casting the magic spell
1E (one enemy): Affects only the selected monster
AE (all enemies): Affects every enemy on the screen
EZ (enemy zone): Enemies located in a selected area will be affected.
SL (single line): Affects foes that are in the line of attack

Equipment & Items

Item					
Name	**Description**	**Ability 1**	**Ability 2**	**Effects**	
Swords					
Knife	Basic adventurer's knife	Attack +6			
Short Sword	Great for self-defense	Attack +11			
Long Sword	Length does matter	Attack +16			
Broad Sword	A favorite among knights	Attack +21			
Rune Blade	Forged by a sorcerer	Attack +27			
Silver Sword	Mystic silver blade	Attack +33			
Samurai Blade	Curved Eastern blade	Attack +38			
Ice Brand	Endowed with ice	Attack +44		Ice	
Flame Sword	Endowed with fire			Fire	
Bastard Sword	Perfect for Kyle	Attack +50			
Warrior Sword	Sword for the fearsome	Attack +55			
Wind Sword	Blows enemies away	Attack +60	Agility +5	Wind	
Obsidian Sword	Magical black sword	Attack +61			
Insane Sword	Blade for the barmy	Attack +65	Defense +5		
Master Sword	For a true swordsman	Attack +68		Critical hit +25%	
Nameless Sword	Passed down through the ages	Attack +70		Critical hit +50%	
Althena's Sword	Dragonmaster's brand	Attack +75	# of Atk +1	10% HP recovery	
Maces					
Mace	Iron club used by priests	Attack +34			
Flail	Braining buddy	Attack +39			
Ice Mace	Endowed with ice	Attack +44		Ice	
Surge Mace	Emanates pulsing energy	Attack +50			
Judgment Mace	Beats an enemy to sleep	Attack +56		Sleep	
Holy Mace	Has healing properties	Attack +68		10% HP recovery	
Sealing Mace	Seals away evil power	Attack +62		Seal	
Ranged Weapons					
Sling	Hurls stones	Attack +4			
Poison Darts	Pointy projectiles	Attack +8			
Light Bow	For archers on a budget	Attack +10			
Long Bow	Real battle bow	Attack +20			
Battle Bow	Fine bow of iron	Attack +50			
Great Bow	Death from above	Attack +56			
Fenrir Bow	Prairie Tribe armament	Attack +60	Defense +10	Increase critical hits	
Dream Bow	An enemy's nightmare	Attack +66		Sleep •••	
Starlight Bow	Lengendary bow of light	Attack +72		Chance of instant kill 25%	
Staves					
Fortune Staff	Brings possible fortune	Attack +16	Luck +10		
Waterflow Staff	Harness flowing water	Attack +20		Ice	
Fireball Staff	Casts fireballs	Attack +28		Fire	
Name	**Description**	**Ability 1**	**Ability 2**	**Effects**	

Equipment and Items

Price	Markup	Alex	Luna	Ramus	Nash	Mia	Kyle	Jessica
NFS (not for sale)	50s	•	•	•	•	•	•	•
200s	100s	•					•	
360s	180s	•					•	
600s	300s	•					•	
1,000s	500s	•						
1,800s	900s	•					•	
2,800s	1,400s	•					•	
4,000s	2,000s	•						
6,000s	3,000s	•						
NFS	3,200s						•	
9,000s	4,500s	•					•	
14,000s	7,000s						•	
NFS	7,500s	•						
NFS	10,000s						•	
NFS	10,500s	•						
NFS	12,500s						•	
NFS	0s	•						
NFS	800s							•
2,600s	1,300s							•
4,400s	2,200s							•
7,600s	3,800s							•
12,400s	6,200s							•
NFS	11,000s							•
NFS	8,400s							•
NFS	30s	•	•	•	•	•	•	•
180s	90s	•	•	•	•	•	•	•
320s	160s		•	•	•			
640s	320s		•	•	•			
4,600s	2,300s				•			
8,400s	4,200s				•			
NFS	4,000s							
NFS	8,000s				•			
NFS	11,500s				•			
NFS	500s		•		•	•		
NFS	0s				•	•		
1,400s	700s				•	•		
Price	Markup	Alex	Luna	Ramus	Nash	Mia	Kyle	Jessica

Item					
Name	**Description**	**Ability 1**	**Ability 2**	**Effects**	
Staves (continued)					
Crystal Staff	REM rod	Attack +34		Sleep	
Icicle Staff	Ice is nice	Attack +43		Ice	
Infernal Staff	Heat is neat	Attack +38		Fire	
Wisdom Staff	Boost concentration	Attack +48	Wisdom +10		
Gale Staff	Boosts Agility	Attack +54	Agility +20	Wind	
Dragon Staff	Harnesses dragon's power	Attack +60	Wisdom +60	Resist all status effects	
Silver Darts	Lustrous argent skeans	Attack +8	Resistance +16	Sleep	
Armor					
Peasant Clothes	Everyday apparel	Defense +3			
Traveler Attire	Thick traveler clothing	Defense +5			
Leather Clothes	Kinky, yet comfy	Defense +7			
Leather Armor	Light rawhide armor	Defense +9			
Iron Armor	Cast-metal armor	Defense +13			
Silver Mail	High magic resistance	Defense +17	Resistance +5		
Steel Armor	Forged steel plate mail	Defense +21			
Warrior Armor	Armor for the fearsome	Defense +25			
Gaia Armor	Prairie Tribe protection	Defense +27			
Mithril Armor	Enhanced defense	Defense +29	Resistance +10		
Insane Armor	For the slightly...off	Defense +33			
Lacquer Armor	Panoply from antiquity	Defense +37	Resistance +20		
Dragon Armor	Dragonmaster's armor	Defense +40		Sleep, Stun, Poison	
Worship Garment	Priestly formalwear	Defense +14	Resistance +1		
Purity Garment	Purified garment	Defense +18	Resistance +2		
Ritual Garment	Ceremonial robe	Defense +22	Resistance +3		
Radiance Garment	Sanctified raiment	Defense +26	Resistance +4	Sleep, Stun, Poison	
Angelic Garment	Wards off worldly evils	Defense +30	Resistance +6	Stone, Seal, Muddle	
Arcane Garment	Althena's fave fabric	Defense +34	Resistance +22	Immunity from abnormal effects	
Robe	Thick cloth wear	Defense +11			
Magic Robe	Magical protection	Defense +15		Increase dodging physical attacks	
Sorcerers' Robe	Magic Guild attire	Defense +19			
Acuity Robe	High sorcerer's vestment	Defense +23			
Halo Robe	Robe of woven sunlight	Defense +26			
Sage Robe	Knit with knowledge	Defense +27			
Mantra Robe	Strengthens magic	Defense +31			
Avatar Robe	Worn by legendary avatar	Defense +36		Increase dodging physical attacks	
Paraclete Robe	Sewn for a sorcerer	Defense +29			
Palladium Robe	Weakens evil forces	Defense +33		Magic damage reduction 25%	
Name	**Description**	**Ability 1**	**Ability 2**	**Effects**	

Equipment and Items

	Price	Markup	Alex	Luna	Ramus	Nash	Mia	Kyle	Jessica
	1,600s	800s		•					
	3,600s	1,800s				•	•		
	2,400s	1,200s				•	•		
	8,600s	4,300s				•	•		
	NFS	8,200s					•		
	NFS	1,300s					•		
	26,000s	0s	•	•	•	•	•	•	•
	NFS	40s	•	•	•	•	•	•	•
	140s	70s	•	•	•	•	•	•	•
	200s	70s	•	•	•			•	
	260s	130s	•		•			•	
	480s	240s	•		•			•	
	1,200s	600s	•					•	
	2,400s	1,200s	•					•	
	4,s800s	2,400s	•					•	
	NFS	5,000s							
	9,600s	4,800s	•					•	
	NFS	6,000s						•	
	NFS	9,000s						•	
	NFS	0s	•						
	NFS	300s							•
	1,400s	700s							•
	NFS	1,400s							•
	5,600s	2,800s							•
	NFS	5,600s							•
	NFS	9,000s							•
	400s	200s		•		•	•		•
	1,280s	640s		•		•	•		•
	2,000s	1,000s				•	•		
	3,600s	1,800s				•	•		
	7,200s	3,600s					•		
	NFS	3,400s				•			
	12,400s	6,200s				•			
	NFS	8,500s				•			
	NFS	6,800s					•		
	NFS	8,000s					•		
	Price	Markup	Alex	Luna	Ramus	Nash	Mia	Kyle	Jessica

Item					
Name	**Description**	**Ability 1**	**Ability 2**	**Effects**	
Shields					
Stew Pot Lid	Almost a shield	Defense +2			
Wooden Shield	Small, light, wooden shield	Defense +3			
Iron Shield	Large iron-cast shield	Defense +5			
Silver Shield	Magical silver shield	Defense +7			
Steel Shield	Fabricated steel shield	Defense +10			
Warrior Shield	Shield for the fearsome	Defense +13			
Insane Shield	Defense for the demented	Defense +16			
Lacquer Shield	Shield from antiquity	Defense +19			
Dragon Shield	Dragonmaster's shield	Defense +20		Wind and Ice resistance	
Arm Protection					
Iron Bangle	Protective steel wristband	Defense +4			
Silver Bangle	Silver bracelet	Defense +6			
Mithril Bangle	Magic mithril wristband	Defense +8			
Crystal Bangle	Protective crystal band	Defense +10			
Jeweled Bangle	Bedizened with gems	Defense +12	Wisdom +5		
Pleiades Bangle	Resonates with the stars	Defense +14	Wisdom +10		
Orb Bangle	Exculsive for sorcerers	Defense +16	Wisdom +15		
Iron Armlet	Simple wrist guard	Defense +1			
Silver Armlet	Woven of steel strands	Defense +4			
Mithril Armlet	Magic mithril gauntlet	Defense +7			
Crystal Armlet	Protective crystal glove	Defense +9			
Rainbow Armlet	Glowing prismatic array	Defense +11			
Dragon Armlet	Carved dragon fang	Defense +12			
Charm Armlet	Repels evil magic	Defense +14			
Beam Armlet	Coalesced sunlight	Defense +15			
Advent Armlet	Althena's armlet	Defense +17			
Hero's Armlet	Gives power of Einherjar	Defense +18			
Wind Armlet	Wind whirl within	Defense +19		Wind resistance	
Headgear					
Scarf	Silky, soft, and warm	Defense +1			
Hat	Soft chinchilla bits	Defense +2			
Headband	holds back girls' hair	Defense +3			
Iron Helmet	Gray-matter protector	Defense +5			
Steel Helmet	Absorbs noggin knocks	Defense +9			
Warrior Helmet	Keeps brain bits in	Defense +12			
Insane Helmet	Helmet for the unhinged	Defense +15			
Lacquer Helmet	Brain bucket	Defense +18			
Dragon Helmet	Dragonmaster's helmet	Defense +20		Resistance increase	
Bandanna	Lassos long locks	Defense +1			
Gaudy Bandanna	Painfully bright attire	Defense +4			
Spirit Bandanna	Enhances magic	Defense +7	Wisdom +5		
Name	**Description**	**Ability 1**	**Ability 2**	**Effects**	

Equipment and Items

Price	Markup	Alex	Luna	Ramus	Nash	Mia	Kyle	Jessica
NFS	10s	•	•	•			•	
100s	50s	•		•			•	
360s	180s	•		•			•	
900s	450s	•					•	
1,800s	900s	•					•	
3,600s	1,800s	•					•	
NFS	3,600s						•	
NFS	5,000s						•	
NFS	0s	•						
NFS	100s	•		•	•		•	
480s	240s	•		•	•		•	
1,000s	500s				•			
NFS	1,000s				•			
NFS	1,900s				•			
NFS	3,800s				•			
NFS	5,500s				•			
60s	30s		•			•		•
220s	110s		•			•		•
660s	330s		•			•		•
1,200s	600s					•		•
2,400s	1,200s							•
3,800s	1,900s					•		
7,800s	3,900s							•
NFS	4,000s					•		
NFS	5,700s							•
NFS	6,000s					•		
NFS	4,500s							
NFS	10s		•			•		•
NFS	12s	•		•	•		•	
160s	80s		•			•		•
260s	130s	•		•			•	
1,360s	680s	•					•	
2,600s	1,300s	•					•	
NFS	2,700s						•	
NFS	4,000s						•	
NFS	0s	•						
NFS	10s	•	•	•	•	•	•	•
240s	120s				•			
NFS	700s				•			
Price	Markup	Alex	Luna	Ramus	Nash	Mia	Kyle	Jessica

Item					
Name	**Description**	**Ability 1**	**Ability 2**	**Effects**	
Headgear (continued)					
Lucky Bandanna	Increases luck	Defense +10	Luck +5		
Dragon Bandanna	Flows with dragon energy	Defense +12			
Divine Bandanna	Ultimate magic headwear	Defense +15			
Jade Hairpin	For ladies only	Defense +6			
Rainbow Tiara	Radiant multihued crown	Defense +9			
Lapis Tiara	Hewn from a rare stone	Defense +12			
Radiant Tiara	Holy flaming headpiece	Defense +16			
Spirit Hairpin	Draws spiritual forces	Defense +10	Wisdom +2		
Cascabel Hairpin	Echoed tintinnabulations	Defense +13	Wisdom +4		
Illusion Ribbon	Fabled strip of cloth	Defense +17	Wisdom +6		
Accessories					
Wrath Ring	Strength increase	Defense +1	Attack +10		
Crystal Pendant	Wisdom increase	Defense +2	Wisdom +10		
Healing Ring	A magic healing ring	Defense +1		HP recovery 10%	
Chiro's Tail	Agility increase	Defense +2	Agility +10		
Fresh Ring	Immune to stun, poison, sleep	Defense +1			
Clear Ring	Immune, Stone, Seal, Muddle	Defense +1			
Angel Ring	One-time autorevive	Defense +1		Autorevive	
Tri-Ring	All-stats change ward	Defense +1			
Ice Pendant	Lightning and fire protection	Defense +2			
Flame Ring	Water and wind protection	Defense +1	Attack +1		
Barrier Ring	Defense and resistance increase	Defense +15	Resistance +15		
Orb Ring	Reduces MP; usage is halved	Defense +1			
Fortune Ring	Luck increase	Defense +1	Luck +10		
Shiro's Tail	Range of movement increase	Defense +2	Range +8		
Gale Ring	Increase number of attacks	Defense +1	# ATK+1		
Fiend's Tear	Physical attacks hit all enemies	Defense +2			
Protection Ring	Defense increase	Defense +10			
Devil Pendant	Resistance increase	Defense +2	Resistance +10		
Spirit Talisman	Elemental damage cut in half	Defense +2			
Consumable Items					
Healing Herb	Restore a little HP				
Healing Fruit	Restore a lot of HP				
Star Light	Restore a little MP				
Silver Light	Restore a lot of MP				
Angel's Tear	Revive one person				
Cleansing Water	Cures stun				
Antidote	Cures poison				
Holy Water	Recover from status effects				
Warp Wing	Warp to the entrance of a dungeon				
Name	**Description**	**Ability 1**	**Ability 2**	**Effects**	

Equipment and Items

	Price	Markup	Alex	Luna	Ramus	Nash	Mia	Kyle	Jessica
	2,800s	1,400s				•			
	NFS	2,800s				•			
	NFS	3,800s				•			
	400s	200s					•		•
	NFS	800s							•
	NFS	1,500s							•
	NFS	3,450s							•
	NFS	900s					•		
	NFS	1,700s					•		
	NFS	3,600s					•		
	12,000s	6,000s	•	•	•	•	•	•	•
	12,000s	6,000s	•	•	•	•	•	•	•
	NFS	5,000s	•	•	•	•	•	•	•
	NFS	6,000s	•	•	•	•	•	•	•
	NFS	7,500s	•	•	•	•	•	•	•
	NFS	9,000s	•	•	•	•	•	•	•
	NFS	5,000s	•	•	•	•	•	•	•
	NFS	15,000s	•	•	•	•	•	•	•
	NFS	0s	•	•	•	•	•	•	•
	NFS	0s	•	•	•	•	•	•	•
	NFS	17,500s	•	•	•	•	•	•	•
	NFS	15,000s	•	•	•	•	•	•	•
	NFS	6,000s	•	•	•	•	•	•	•
	NFS	6,000s	•	•	•	•	•	•	•
	NFS	15,000s	•	•	•	•	•	•	•
	NFS	15,000s	•	•	•	•	•	•	•
	12,000s	6,000s	•	•	•	•	•	•	•
	12,000s	6,000s	•	•	•	•	•	•	•
	NFS	0s	•	•	•	•	•	•	•
	40s	20s	•	•	•	•	•	•	•
	200s	100s	•	•	•	•	•	•	•
	1,000s	500s	•	•	•	•	•	•	•
	NFS	2,500s	•	•	•	•	•	•	•
	600s	300s	•	•	•	•	•	•	•
	60s	30s	•	•	•	•	•	•	•
	20s	10s	•	•	•	•	•	•	•
	100s	50s	•	•	•	•	•	•	•
	100s	50s	•	•	•	•	•	•	•
	Price	Markup	Alex	Luna	Ramus	Nash	Mia	Kyle	Jessica

Item					
Name	**Description**	**Ability 1**	**Ability 2**	**Effects**	
Special Items					
Althena Doll	Grants Jessica an extra Arts attack	Wisdom +10		AG (Arts gauge): Judgment Litany	
Dragon Wings	Teleport to any previously visited city				
Reminiscer	Watch any of the game's movies				
Luna Bromide	Collectible photo	Wisdom +1			
Luna Bromide	Collectible photo	Wisdom +1			
Mia Bromide	Collectible photo	Wisdom +1			
Mia Bromide	Collectible photo	Wisdom +1			
Mia Bromide	Collectible photo	Wisdom +1			
Mia Bromide	Collectible photo	Wisdom +1			
Jessica Bromide	Collectible photo	Wisdom +1			
Jessica Bromide	Collectible photo	Wisdom +1			
Jessica Bromide	Collectible photo	Wisdom +1			
Jessica Bromide	Collectible photo	Wisdom +1			
Xenobia Bromide	Collectible photo				
Phacia Bromide	Collectible photo				
Royce Bromide	Collectible photo				
Soap	Used at Althena's Spring				
Brigand Medal	Grant Kyle an extra Arts attack	Luck +5		AG: Break Dive	
Alex's Ocarina	Musical instrument				
Dragon Ring	Protection from fire and seal magic effects	Defense +1	Resistance +20		
Dragon Diamond	Gift from Quark				
Sea Charts	Needed to sail the Orca				
Membership Application	Apply for membership to the Magic Guild				
Goddess Mirror	Reflects the truth				
Old Notebook	Contains info to enter Damon Spire				
Thieves' Crest	Required to enter Thieves' Guild				
Thieves' Guild Card	Unlock red chests!				
Balloon Plans	Blueprints to build a balloon				
Fluffy Bug	An insect				
Tempest Memento	Necklace with an image of a dragon				
Balloon Engine	Engine from the balloon used by Myght				
Guild Emblem	Grants Nash an extra Arts attack	Attack +10	Luck +5	AG: Spark Wave	
Master Ribbon	Grants Mia an extra Arts attack	Wisdom +5	Resistance +10	AG: Double Spell	
Bloody Axe	Mel's beloved axe	Attack +72			
Name	**Description**	**Ability 1**	**Ability 2**	**Effects**	

Equipment and Items

	Price	Markup	Alex	Luna	Ramus	Nash	Mia	Kyle	Jessica
	25,000s	0s							•
	NFS	0s	•						
	65,000s	0s							
	NFS	1s	•						
	NFS	1s	•						
	NFS	1s				•			
	NFS	1s				•			
	5,000s	1s				•			
	NFS	1s				•			
	NFS	1s						•	
	NFS	1s						•	
	5,000s	1s						•	
	NFS	1s						•	
	5,000s	1s	•	•	•	•	•	•	•
	5,000s	1s	•	•	•	•	•	•	•
	5,000s	1s	•	•	•	•	•	•	•
	NFS	10s							
	25,000s	0s						•	
	NFS	0s							
	NFS	0s	•						
	NFS	0s							
	NFS	0s							
	NFS	0s							
	NFS	0s							
	NFS	0s							
	NFS	0s							
	NFS	0s							
	NFS	0s							
	NFS	0s							
	NFS	0s							
	25,000s	0s				•			
	25,000s	0s					•		
	NFS	0s							
	Price	Markup	Alex	Luna	Ramus	Nash	Mia	Kyle	Jessica

Bestiary

Monsters

Name	Level	HP	Attack	Defense	Agility	Wisdom	Resistance	Range	# ATKs
Slime	1	15	27	6	16	6	4	8	1
Snowsquatch	3	52	48	8	10	9	4	12	1
Death Fly	1	15	27	1	32	9	6	15	1
Goblin	7	46	40	10	15	13	6	12	1
Flytrapper	5	30	31	8	11	9	4	14	1
Gorgon Ghidra	9	42	46	22	15	12	9	12	1
Killer Fly	6	22	46	19	31	22	18	18	1
Wasp	12	38	42	21	22	22	18	15	1
Killer Ant	6	22	48	35	11	20	18	12	1
Nautilus	11	48	68	32	22	60	25	17	2
Paunchy Snake	10	42	62	16	10	10	22	16	1
Rabid Fin	11	50	66	18	27	30	22	16	1
Death Shroom	13	25	70	20	20	50	26	15	1
Gunfoot	17	72	62	23	26	40	26	20	1
Chiro	18	5	1	80	100	255	80	24	2
Moth	12	55	80	34	36	70	26	20	1
Armored Boar	16	53	76	24	36	39	35	13	1
Earth Eater	14	66	78	54	32	39	13	14	1
Barrel Snake	13	70	84	20	10	39	35	14	1
Lurker	16	100	100	20	10	39	39	17	1
Cyclops	19	130	84	10	30	50	30	18	1
Quartz Mirror	15	82	70	10	1	40	25	35	1
Star Comet	17	90	70	10	27	26	50	15	1
Shard Knight	18	80	75	15	35	45	25	12	1
Rook	19	85	70	45	38	44	38	10	2
Gargoyle	22	140	72	30	30	58	43	12	1
Bat Knight	21	85	90	87	38	56	51	10	2
Mummy Clone	19	81	88	66	40	56	48	8	2
Evil Cyclops	24	200	108	30	52	60	20	12	1
Hell Beast	25	150	136	44	28	56	51	12	1
Fluffy Bug	28	100	106	62	999	59	54	11	1
Puffy Bug	23	175	106	38	46	45	39	20	1
Blob Slime	22	246	119	30	30	60	32	22	1
Name	Level	HP	Attack	Defense	Agility	Wisdom	Resistance	Range	# ATKs

Bestiary

	EXP	Money	Item Drop 1	Drop % 1	Item Drop 2	Drop % 2	Weakness	Resistance
	1	7	Healing Herb	1		0		
	8	25	Healing Herb	4		0	Fire	Ice
	2	8	Healing Herb	1		0	Alex, Kyle	
	7	21	Antidote	4	Healing Herb	2	Alex, Kyle	
	4	10	Healing Herb	2		0	Fire, Lightning	
	10	45	Antidote	4	Healing Herb	2	Wind, Ice, Fire, Lightning	
	4	32	Healing Herb	2		0		
	12	56	Healing Herb	2		0	Wind, Ice, Fire, Lightning	
	5	16	Healing Herb	2		0	Wind, Ice, Fire, Lightning	Alex, Kyle
	12	70	Star Light	4	Healing Herb	2	Fire, Lightning	Alex
	6	30	Antidote	4		0	Alex, Kyle	
	7	46	Healing Herb	2		0	Lightning	
	6	75		0		0	Alex, Kyle, Fire	
	8	120		0		0		
	150	1,000	Chiro's Tail	2		0		
	8	76	Healing Herb	1		0	Fire	
	9	80	Star Light	2		0		
	10	86	Healing Herb	2		0		
	10	68	Healing Herb	1		0		
	11	129	Star Light	2		0	Wind, Lightning	
	12	168	Cleansing Water	2		0		
	16	98	Healing Herb	2		0	Wind, Ice, Fire, Lightning	
	20	179	Healing Herb	32		0	Wind, Fire, Lightning	
	17	252	Healing Herb	32	Star Light	16	Alex, Kyle, Wind, Ice	
	21	100		0		0	Wind	
	22	105		0		0	Alex, Wind	
	84	120	Healing Fruit	2		0	Wind, Ice, Fire, Lightning	Alex, Kyle
	80	138	Healing Herb	1		0	Wind, Ice, Fire, Lightning	Alex, Kyle
	86	250	Healing Fruit	2		0		
	90	230	Star Light	4	Healing Fruit	2	Alex, Kyle	Wind, Ice, Fire, Lightning
	120	235		0		0		
	86	150	Star Light	2		0		
	140	188	Star Light	8		0	Ice	Fire
	EXP	Money	Item Drop 1	Drop % 1	Item Drop 2	Drop % 2	Weakness	Resistance

Monsters

Name	Level	HP	Attack	Defense	Agility	Wisdom	Resistance	Range	# ATKs
Burner	26	260	88	64	38	60	36	22	2
Fire Wisp	27	310	126	52	32	60	41	22	1
Scorpion	24	260	106	70	20	45	30	16	1
Hobgoblin	27	250	182	1	43	20	1	15	1
Brainpicker	26	340	108	24	52	32	70	20	1
Spark Eye	28	350	140	30	46	80	80	24	1
Aqua Genie	27	292	148	50	41	58	40	18	2
Razor Quill	29	377	142	50	40	60	50	17	1
Aqua Entity	26	268	124	50	43	65	50	17	2
Deep Slime	25	314	132	1	40	65	26	24	2
Octo Plant	26	273	115	20	45	70	1	14	2
Shiro	30	140	94	100	70	150	130	20	3
Giga Vespa	28	235	96	30	60	64	10	16	1
Magic Hat	39	60	124	200	54	68	62	10	1
Mad Specter	36	170	126	77	80	70	64	12	1
Killer Fungus	28	278	154	50	45	2	70	18	1
Ambush	28	258	148	60	45	78	60	19	2
Yeti	30	390	182	65	55	50	76	13	1
Cursed Face	34	260	141	56	50	50	40	16	1
Ultragoyle	17	210	60	60	27	40	40	15	2
Scythe Master	17	42	50	30	70	56	48	11	1
Zein	28	320	100	40	40	56	1	20	1
Bone Knight	28	300	124	50	30	100	1	16	1
Dark Sorcerer	28	350	125	30	48	100	78	24	1
Corona Master	30	200	126	50	57	90	50	24	1
Chaos Demon	35	400	124	70	50	100	60	20	1
Barbarian	32	320	170	60	55	30	1	17	1
Steam Tank	44	250	156	110	40	50	50	17	1
Dark Stalker	34	190	197	90	55	80	50	19	1
Sergeant	34	210	202	100	55	75	53	18	1
Heavy Panzer	39	310	158	100	30	160	10	19	2
Wyndam	35	206	156	50	64	36	50	24	1
Baigen	37	260	152	52	64	50	10	19	1
Tank Golem	43	400	200	60	53	90	60	30	1
Death Armor	40	350	150	60	58	65	70	24	1
Magic Machine	41	350	166	80	60	150	60	30	2
Arrow Fish	42	270	152	80	60	60	80	24	2
Name	Level	HP	Attack	Defense	Agility	Wisdom	Resistance	Range	# ATKs

Bestiary

EXP	Money	Item Drop 1	Drop % 1	Item Drop 2	Drop % 2	Weakness	Resistance
145	312	Healing Fruit	24	Star Light	8	Alex, Kyle, Ice	Fire
155	323	Star Light	18	Healing Fruit	18	Ice	Fire
150	227	Antidote	8	Star Light	8		
195	229	Holy Water	2		0		
200	186	Healing Fruit	12		0	Alex, Kyle, Lightning, Ice	
195	350	Healing Fruit	16		0	Fire	Lightning
240	312	Healing Fruit	16		0	Lightning	Ice
245	280	Healing Fruit	24		0	Fire	Ice
235	150	Healing Herb	1		0	Alex, Kyle, Fire, Lightning	Ice
235	140	Antidote	1		0	Alex, Kyle, Fire, Lightning	Ice
270	216	Healing Herb	1		0	Alex, Kyle, Fire	
500	1,500	Shiro's Tail	2		0	Fire	
280	237	Healing Herb	1		0	Wind	
107	138		0		0	Fire, Lightning	
76	139		0		0	Alex, Kyle, Fire, Lightning	
400	242	Healing Herb	1		0	Fire	
390	198	Healing Herb	1		0	Fire	
450	230	Star Light	2		0	Fire	
610	322	Healing Herb	24	Angel's Tear	32	Ice, Fire, Lightning	
35	200		0		0	Ice	
20	110		0		0	Fire	
420	300		0		0	Wind	
480	270		0		0		
520	320	Healing Fruit	1		0	Alex, Kyle	Wind, Ice, Fire, Lightning
590	226	Healing Herb	24	Star Light	8	Alex, Kyle	Ice, Fire, Lightning
620	420	Healing Fruit	24	Star Light	16		Ice, Fire, Lightning
600	230	Healing Herb	24	Star Light	8	Ice, Fire, Lightning	Alex, Kyle
720	240	Star Light	2		0	Fire	
710	250	Star Light	2		0		
700	209	Holy Water	2		0		
880	310	Healing Fruit	2	Angel's Tear	4	Fire	
850	201	Healing Fruit	2		0	Alex, Kyle	Ice, Fire, Lightning
870	204	Star Light	4	Angel's Tear	2	Wind, Ice, Fire, Lightning	
1,045	240	Angel's Tear	2		0		
1,015	216	Star Light	2		0	Wind, Ice, Fire, Lightning	
1,030	319	Star Light	2		0		
1,060	221	Star Light	2		0	Wind, Ice, Fire, Lightning	
EXP	Money	Item Drop 1	Drop % 1	Item Drop 2	Drop % 2	Weakness	Resistance

Monsters

Name	Level	HP	Attack	Defense	Agility	Wisdom	Resistance	Range	# ATKs
Killer Quill	44	420	190	100	60	86	70	24	1
Archmage	40	320	123	20	66	100	70	30	1
Bomb Angel	42	330	148	60	64	78	70	30	2
Death Warrior	43	270	134	50	66	60	70	30	1
Ring Horn	46	500	230	80	65	80	120	24	1
Graven Image	46	420	240	140	78	250	70	20	1
Spellcaster	43	330	190	110	56	70	100	30	1
Gades	46	550	216	60	60	89	120	19	1
Great Demon	66	666	100	150	60	100	200	30	2
Devil Bomber	46	360	173	1	76	80	150	21	2
Ice Comet	2	20	40	20	20	10	8	10	1
Scythe Spore	7	36	33	16	20	10	10	10	1
Mantle Reaper	6	29	47	25	20	24	18	8	1
Evil Wisp	10	62	68	16	26	30	24	14	1
Slumber Moth	12	22	64	24	35	45	24	20	1
Ant Lion	14	45	78	50	21	59	15	8	1
Nightmare	15	70	82	20	35	39	29	10	1
Guardian	17	85	72	5	31	45	50	8	1
Necromancer	17	90	90	30	38	40	40	12	1
Devil Hammer	19	120	100	30	1	40	35	18	1
Man Eater	22	144	112	34	30	62	35	22	1
Evil Image	21	96	105	30	50	50	38	20	1
Giga Ant	25	203	100	72	45	1	1	23	1
Shrieker	28	280	131	20	45	220	10	26	1
Mecha Star	35	167	124	76	52	35	70	16	1
Plasma Prism	33	151	124	74	46	80	74	19	1
Insector	32	220	100	30	90	80	80	23	2
Rock Biter	32	178	120	80	50	65	10	16	2
Hell Slug	21	100	88	30	16	50	40	13	1
Demon Mirror	35	109	121	80	55	83	50	18	2
Soul Stealer	38	300	150	30	60	100	100	30	1
Force Master	38	300	150	30	60	100	100	30	1
Shell Walker	44	350	140	200	45	190	80	40	1
Cursed Brain	23	120	80	32	34	50	40	17	1
Chrono Gorgon	20	107	90	36	32	60	40	16	1
Killer Buzz	20	100	80	30	70	40	40	20	1
Ambusher	40	470	140	80	60	140	80	40	2
Cannon Foot	45	450	176	100	40	120	100	40	1
Vorpal Boar	41	480	164	90	35	140	100	40	1
Name	Level	HP	Attack	Defense	Agility	Wisdom	Resistance	Range	# ATKs

Bestiary

EXP	Money	Item Drop 1	Drop % 1	Item Drop 2	Drop % 2	Weakness	Resistance
1,080	256	Angel's Tear	4	Healing Fruit	2		
1,050	235	Holy Water	4	Healing Fruit	2	Alex, Kyle	Wind, Ice, Fire, Lightning
1,070	320	Star Light	2		0	Wind, Ice, Fire, Lightning	
1,380	324	Healing Herb	1		0		
1,380	250	Angel's Tear	12	Wrath Ring	2	Alex, Kyle	
1,850	275	Holy Water	8	Protection Ring	2		Alex, Kyle
1,400	231	Healing Fruit	2	Angel's Tear	2	Alex, Kyle	Ice
1,420	338	Star Light	4	Healing Fruit	8	Ice	Fire
2,300	500	Healing Fruit	24	Crystal Pendant	2		Alex, Kyle, Wind, Ice, Fire, Lightning
1,800	260	Angel's Tear	12	Devil Pendant	2		
3	20	Healing Herb	2		0		
3	25	Healing Herb	1		0		Lightning
4	20	Healing Herb	1		0		
9	36	Star Light	2		0		Fire
7	79		0		0		
9	68	Healing Herb	1		0		
11	77	Healing Herb	1		0	Lightning	
17	82	Healing Herb	24		0	Alex, Fire	
20	46		0		0	Alex	Wind, Ice, Fire, Lightning
21	53		0		0		
144	154	Star Light	1		0		
147	143	Star Light	8		0		
190	116	Healing Herb	1		0		
275	131	Healing Herb	1		0	Fire	
116	134		0		0		
93	134		0		0		
410	156	Star Light	2		0	Wind	
690	163	Star Light	1		0		
62	120	Healing Herb	1		0	Alex, Kyle	Ice, Fire, Lightning
860	156	Star Light	1		0		Alex, Kyle
1,000	157	Healing Fruit	4		0	Alex, Kyle	Wind, Ice, Fire, Lightning
1,000	157	Healing Fruit	100		0	Alex, Kyle	Wind, Ice, Fire, Lightning
175	124	Star Light	4		0		
65	160	Healing Herb	1		0	Alex, Kyle	Ice, Fire, Lightning
73	190	Holy Water	1		0	Alex, Kyle	Ice, Fire, Lightning
80	130	Healing Herb	1		0	Alex, Kyle	Ice, Fire, Lightning
160	110	Star Light	4		0		
165	113	Soap	2		0		
170	118	Soap	1		0		
EXP	Money	Item Drop 1	Drop % 1	Item Drop 2	Drop % 2	Weakness	Resistance

Bosses

Name	State	Level	HP	Attack	Defense	Agility	Wisdom	Resistance	Range
Saline Slimer	Base Value	_	1	46	0	14	0	0	40
	Bonus Value	_	100	2	1	1	1	1	_
	Lowest	10	1,001	66	10	24	10	10	40
	Expected	11	1,101	68	11	25	11	11	40
	Highest	50	5,001	146	50	64	50	50	40

Name	State	Level	HP	Attack	Defense	Agility	Wisdom	Resistance	Range
Aqua Lizard	Base Value	_	1	74	16	0	30	20	40
	Bonus Value	_	90	3	2	1	4	1	_
	Lowest	12	1,081	110	40	12	78	32	40
	Expected	14	1,261	116	44	14	86	34	40
	Highest	50	4,501	224	116	50	230	70	40

Name	State	Level	HP	Attack	Defense	Agility	Wisdom	Resistance	Range
Spark Fungus	Base Value	_	300	50	0	0	20	20	40
	Bonus Value	_	80	1	1	1	4	2	_
	Lowest	14	1,420	64	14	14	76	48	40
	Expected	16	1,580	66	16	16	84	52	40
	Highest	50	4,300	100	50	50	220	120	40

Name	State	Level	HP	Attack	Defense	Agility	Wisdom	Resistance	Range
Zoc and Frog-Lizard	Base Value	_	1	56	10	10	10	15	40
	Bonus Value	_	150	2	2	1	1	2	_
	Lowest	15	2,251	86	40	25	25	45	40
	Expected	17	2,551	90	44	27	27	49	40
	Highest	50	7,501	156	110	60	60	115	40

Bestiary

Name	State	Level	HP	Attack	Defense	Agility	Wisdom	Resistance	Range
Grand Doom	Base Value	_	1	60	20	10	30	30	40
	Bonus Value	_	110	2	3	1	3	2	_
	Lowest	17	1,871	94	71	27	81	64	40
	Expected	20	2,201	100	80	30	90	70	40
	Highest	50	5,501	160	170	60	180	130	40

Name	State	Level	HP	Attack	Defense	Agility	Wisdom	Resistance	Range
Bronze Dogs	Base Value	_	300	65	20	5	40	25	40
	Bonus Value	_	100	2	1	1	3	1	_
	Lowest	23	2,600	111	43	28	109	48	40
	Expected	27	3,000	119	47	32	121	52	40
	Highest	50	5,300	165	70	55	190	75	40

Name	State	Level	HP	Attack	Defense	Agility	Wisdom	Resistance	Range
Black Dragon	Base Value	_	1	50	22	10	6	1	40
	Bonus Value	_	220	2	2	1	3	2	_
	Lowest	31	6,821	112	84	41	99	63	40
	Expected	34	7,481	118	90	44	108	69	40
	Highest	50	11,001	150	122	60	156	101	40

Name	State	Level	HP	Attack	Defense	Agility	Wisdom	Resistance	Range
Shadow	Base Value	_	1	80	0	10	80	30	40
	Bonus Value	_	200	3	2	1	3	2	_
	Lowest	31	6,201	173	62	41	173	92	40
	Expected	36	7,201	188	72	46	188	102	40
	Highest	50	10,001	230	100	60	230	130	40

Name	State	Level	HP	Attack	Defense	Agility	Wisdom	Resistance	Range
Magic Masher	Base Value	_	1	120	1	30	1	20	40
	Bonus Value	_	160	2	3	1	3	2	_
	Lowest	33	5,281	186	100	63	100	86	40
	Expected	39	6,241	198	118	69	118	98	40
	Highest	50	8,001	220	151	80	151	120	40

Name	State	Level	HP	Attack	Defense	Agility	Wisdom	Resistance	Range
Magic Emperor	Base Value	_	1,000	100	50	10	99	36	40
	Bonus Value	_	180	3	3	1	3	2	_
	Lowest	35	7,300	205	155	45	204	106	40
	Expected	41	8,380	223	173	51	222	118	40
	Highest	50	10,000	250	200	60	249	136	40

Name	State	Level	HP	Attack	Defense	Agility	Wisdom	Resistance	Range
Royce	Base Value	_	1,000	100	40	10	30	60	40
	Bonus Value	_	180	4	3	1	3	2	
	Lowest	39	8,020	256	157	49	147	138	40
	Expected	44	8,920	276	172	54	162	148	40
	Highest	50	10,000	300	190	60	180	160	40

Name	State	Level	HP	Attack	Defense	Agility	Wisdom	Resistance	Range
Xenobia	Base Value	_	500	110	40	10	30	60	40
	Bonus Value	_	200	3	3	1	3	2	_
	Lowest	41	8,700	233	163	51	153	142	40
	Expected	46	9,700	248	178	56	168	152	40
	Highest	50	10,500	260	190	60	180	160	40

Name	State	Level	HP	Attack	Defense	Agility	Wisdom	Resistance	Range
Ghaleon	Base Value	_	500	90	30	10	10	70	40
	Bonus Value	_	230	4	3	1	3	2	_
	Lowest	41	9,930	254	153	51	133	152	40
	Expected	46	11,080	274	168	56	148	162	40
	Highest	50	12,000	290	180	60	160	170	40

Secrets/Extras

Locked Red Chest Guide

After you join the Thieves' Guild and reclaim your Dragon Wings, you will be prepared to finally open all of the locked red chests that have been taunting you throughout the game. Here is a list of all the chests and what they contain. For your convenience, they have been organized into the quickest collection route. Remember that you can't use the Dragon Wings in a "dungeon." Have Jessica cast Return Litany and simply select the nearest town.

Red Chest 1

Location: Reza—outside the tavern

Map Reference: See page 84

Treasure: Silver Light

Details: After you get your Dragon Wings, exit the tavern and go to the right of the entrance. This chest is sort of hidden by the puffs of smoke from a nearby chimney.

Red Chest 2

Location: Burg—Ramus's room

Map Reference: See page 25

Treasure: Stew Pot Lid

Details: The first house to the north is Ramus's. Go inside and climb the stairs up to his bedroom. Open this chest to find the shield he started the game with.

Red Chest 3

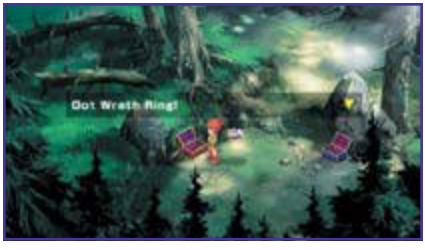
Location: Saith

Map Reference: See page 35

Treasure: Protection Ring

Details: Head southeast to the dockhouse and take the staircase to the left of the entrance. The room above holds an item that was worth the wait.

Red Chest 4



Location: Ghoto Woods

Map Reference: See page 33

Treasure: Wrath Ring

Details: From Saith, go north to the world map and select "Ghoto Woods." Battle your way east to an alcove to the south that holds the red chest.

Red Chest 5

Location: Old Hag's Forest

Map Reference: See page 37

Treasure: Silver Light

Details: From the entrance, go north and continue northeast through the next few sections. Enter the Old Hag's house and take the stairs down to the basement.

Red Chest 6

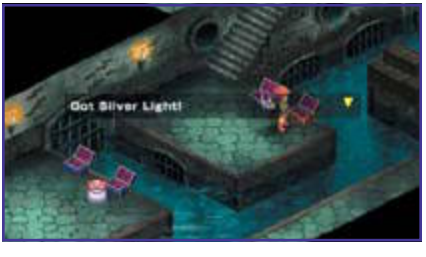
Location: Meribia

Map Reference: See page 44

Treasure: 2,000s

Details: Walk around the rubble and take the stairs down to the southeast. Walk southeast to the end of the road, and enter the small house. Walk through the house to the last room to find the chest.

Red Chest 7



Location: Meribian Sewers

Map Reference: See page 48

Treasure: Silver Light

Details: From the house above, exit and go northwest to the first staircase. Climb the stairs and enter Mel's Mansion. Make your way southeast and go upstairs. Walk southwest and exit into the training area. Continue going southwest and take the stairs leading to the sewer's entrance. Go down a series of stairs to find the red chest.

Secrets/Extras

Red Chest 8

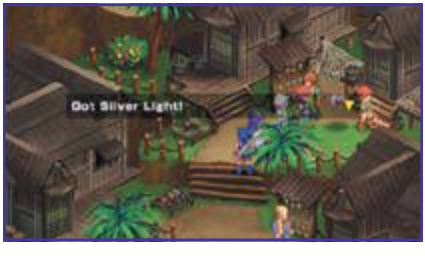
Location: Cave of Trials

Map Reference: See page 54

Treasure: Soap

Details: Teleport to Vane and go north to the main street. Go east and enter the yellow building. Head down the stairs and follow the path as it snakes around south to the main cavern. Walk down the stairs and enter the next cave. Continue to the north section until you see a small alcove to the east. Open the red chest to find a very rare Soap.

Red Chest 9



Location: Lann

Map Reference: See page 67

Treasure: Silver Light

Details: From Althena's statue, go northeast up two flights of stairs to find the red chest partially hidden by the roof of a house.

Red Chest 10

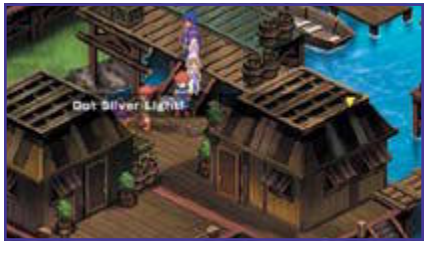
Location: Nanza Pass (South)

Map Reference: See page 83

Treasure: Angel's Tear

Details: Warp to the Nanza Barrier and exit the town through the southwest gate. Go south and then loop back north by the signpost near the exit. Travel back up north to open the chest.

Red Chest 11



Location: Meryod

Map Reference: See page 88

Treasure: Silver Light

Details: Walk up the stairs and dash across the upper planks to the southwest, near the armor shop. Go southeast down the stairs to find the chest.

Red Chest 12

Location: Meryod Forest

Map Reference: See page 86

Treasure: Fortune Ring

Details: Travel to Meryod first and exit the world map to select "Meryod Forest." Battle your way southwest and continue south down a narrow path.

Secret Items

There are several items that are hard to find, since they rely on you backtracking through the game at somewhat obscure points in the story. Many of these items are extremely useful, so check out the sections below for details on how to collect them.

Fiend's Tear

Where: Lann

When: After Vane falls but before the Grindery

Description: Go into the chief's house; talk to him to get the **Fiend's Tear.** This powerful item causes any physical attack to strike all enemies. However, this won't work well on bosses, but it can be very useful for other foes. Unfortunately, it allows you only one attack per round.

Gale Ring

Where: Reza

When: After Vane falls but before the Grindery

Description: Note that you must talk to Lily and agree to play with her before you get your Dragon Wings back! Warp to Reza and enter the tavern. Make your way to the Thieves' Bazaar, but before you enter, go into the bedroom northeast of the bazaar. Talk to Lily twice to get the Gale Ring. This item gives an extra physical attack each turn. In fights against regular enemies, the Gale Ring is great for Alex, Kyle, and Jessica, who are melee brawlers. However, in a boss battle, the boys will be using skills and magic to do damage, but it might still be helpful for Jessica.

Secrets/Extras

Orb Ring

Where: Damon's Spire

When: After Vane falls but before the Grindery

Description: From Reza, exit to the world map and select Damon's Spire to the south. You must go to Damon's Chamber. The monsters won't be a challenge, and all the walls have already been lowered. Refer to the map to take the shortest route to the Spire's top. Speak to Damon to receive the Orb Ring. This is an extremely useful item that cuts MP consumption in half! Give this to whichever character seems to be running out of magic. Mia and Nash are obvious choices, but Alex could use it to take advantage of some of the costly dragon spells.

Master Sword

Where: Pao

When: After completing the Black Dragon Fort

Description: Once you have defeated the Black Dragon, return to Tempest's house. Speak to him several times until you get the Master Sword.

Reminiscer

Where: Meribia

When: Before going to the Frontier

Description: Go to Ramus's Shop and speak to him. If you have the whopping 65,000s, you can buy this movie player, which lets you view any of the game's cinemas. If you purchased all three Bromides before trying to buy the Reminiscer, Ramus will no longer sell it.

Althena Doll and Brigand Medal

Where: Meribia

When: Before going to the Frontier

Description: Enter Ramus's Shop and talk to the bunny-eared girl. Buy each of these for 25,000s and equip Jessica with the Althena Doll and Kyle with the Brigand Medal. This will give both of them a new Arts attack.

Silver Darts, Master Ribbon, Guild Emblem

Where: Reza

When: Before going to the Frontier

Description: Warp to Reza and enter the tavern to go to the Thieves' Bazaar. The woman in the blue hat who was selling items now has something special for sale. You can buy each of these items for 25,000s. Equip the Master Ribbon for Mia and the Guild Emblem for Nash to give them a new Arts attack. The Silver Darts are a great early game weapon with a lot of effects.

Bromides

CAUTION

WARNING: Spoiler Alert!

While it might be a big spoiler to show and list each Bromide, they are very tough to get, and we want to make sure you don't miss anything.

Bromides are basically pictures—pictures that feature all of the lovely ladies from the game. There are 13 Bromides to collect, and many can be *very* hard to get, because there is a very small window to collect some of them. Once you have one, go into the Items menu and use them to see the picture and hear the accompanying song. You can even equip these for a slight stat boost. Below is a list of each Bromide in the order you can obtain them. Also, we've included a picture of each one for your viewing pleasure!

Mia 1

Location: Vane

When: Once Nash rejoins your party

Description: When you meet Nash again, he will be carrying it.

Secrets/Extras

Luna 2

Location: Burg

When: After Crystal Tower but before Meribia attack

Description: After completing the Crystal Tower, warp back to Burg and enter Alex's house. Go downstairs to the basement and search the bookshelf right by the stairs.

Jessica 4

Location: Nanza Barrier

When: After Kyle's cross-dressing incident but before talking to him

Description: Shortly after the Crystal Tower and after defeating Grand Doom, warp to Nanza Barrier. You will encounter a damsel in distress who actually turns out to be Kyle. After you fight him and he wins, *do not* talk to him. Instead, head to his room and search his bed for this tricky Bromide. If you speak to him and he joins your party, you will not be able to get it.

Jessica 1

Location: Althena's Shrine

When: After teaming up with Kyle but before Vane falls

Description: Any time after finding the last Bromide but before the fall of Vane, go to Althena's Shrine. In the first room of the shrine, go up the stairs on the right. Talk to Jessica's biggest fan a few times and you will receive the Bromide.

Royce Bromide, Phacia Bromide, Xenobia Bromide

Location: Meribia

When: After meeting up with cross-dressing Kyle

Description: These are available for sale at Ramus's Shop for 5,000s each. Pick these up on your return trip to Meribia when it is in ruin. Note that if you buy all three, the Reminiscer will no longer be for sale!

Mia 4

Location: Iluk

When: Before leaving for the Frontier

Description: Collect this one before you use the aircraft to go to the Frontier. Warp to Iluk and enter the red house to the north. Search to the easel's right to find it.

Secrets/Extras

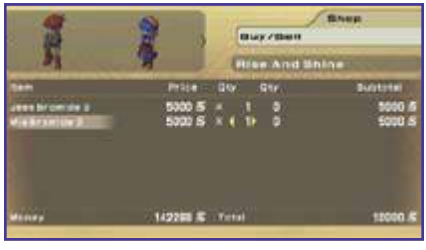
Jessica 2, Mia Bromide 2

Location: Meribia

When: After fighting the Magic Emperor

Description: After the battle with the Magic Emperor, you awake in Meribia. Go to Ramus's Shop and talk to him twice to get both of these.

Luna 1, Jessica 3, Mia 3



Location: Meribia

When: After you defeat the final boss

Description: During the epilogue, after you defeat the final boss, you can go talk to your pal Ramus again. He will give you the first for free; talk to him again to buy the last two.

Bathing

Althena's Spring

There are two optional springs that give a revealing look at your characters. Both of these springs require Soap, which is hard to come by. There are a few places to find this item. You can buy it on the *Orca,* you can find one in a red chest, and you get one when you receive your Dragon Wings back. Or, you can hope for an item drop from the Vorpal Boar or Cannon Foot.

With Soap, you can take a bath in the springs to watch some risqué cinemas. Each spring is designated for male or female. Ironically, the male spring is easy to get to, while the female spring requires you to battle through the Forbidden Woods. In you are having a hard time finding the springs or if you run out of Soap, here is the info you need and what you might have missed.

Althena's Spring: Male

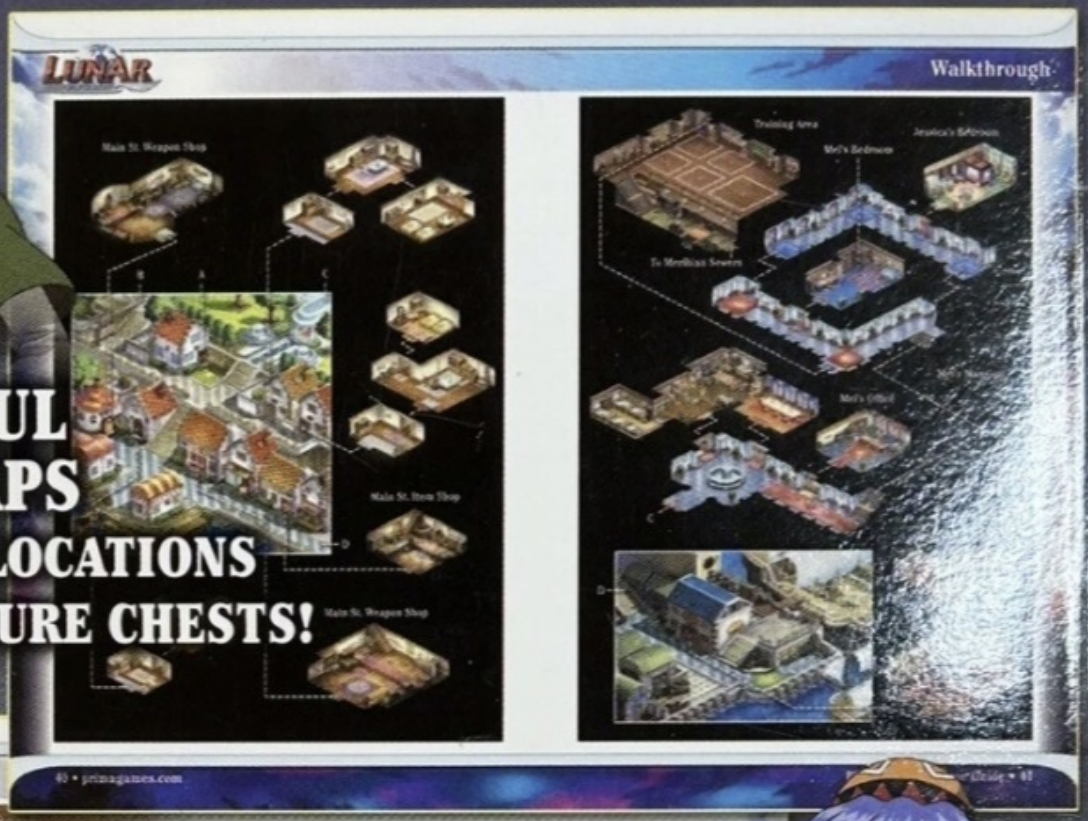
This is accessible through the Marius Region detailed in the walkthrough chapter. You can find it to the east of Meryod Forest. There are two scenes in this short clip, and you need only one Soap to see them both.

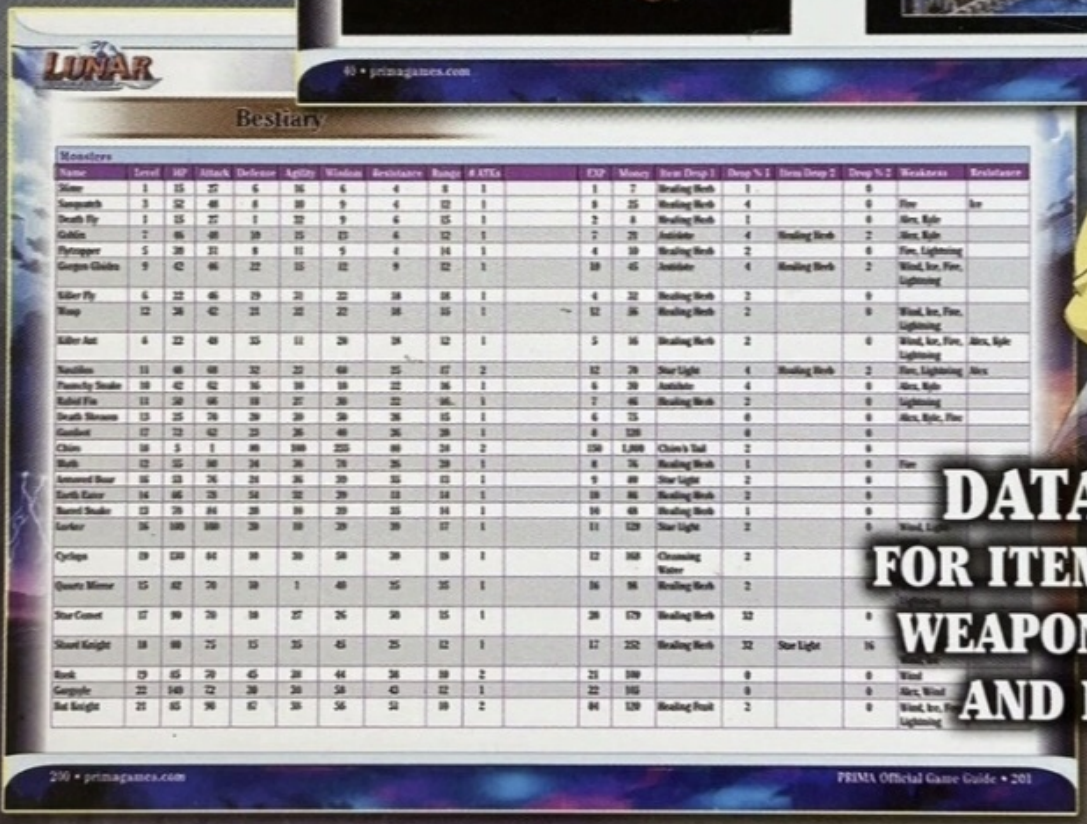
Althena's Spring: Female

This spring is located in the Stadius Region, detailed in the walkthrough chapter. You must battle through the Forbidden Woods to reach it. When you use this spring, you will randomly see a clip of Mia or Jessica. Thus, you will need two Soaps to see them both—or just save and reload your game.

by Curtis

BEAUTIFUL AREA MAPS WITH KEY LOCATIONS AND TREASURE CHESTS!




LUNAR
Bestiary
Monsters
Name | Level | HP | Attack | Defense | Agility | Wisdom | Resistance | Range | # ATKs | EXP | Money | Item Drop 1 | Drop % 1 | Item Drop 2 | Drop % 2 | Weakness | Resistance
Slime | 1 | 15 | 27 | 6 | 16 | 6 | 4 | 8 | 1 | 1 | 7 | Healing Herb | 1 | | 0 | | |
Sasquatch | 3 | 52 | 48 | 8 | 10 | 9 | 4 | 12 | 1 | 8 | 25 | Healing Herb | 4 | | 0 | Fire | Ice
Death Fly | 1 | 15 | 27 | 1 | 32 | 9 | 6 | 15 | 1 | 2 | 8 | Healing Herb | 1 | | 0 | Alex, Kyle | |
Goblin | 7 | 86 | 68 | 10 | 15 | 13 | 6 | 12 | 1 | 7 | 28 | Antidote | 4 | Healing Herb | 2 | Alex, Kyle | |
Flytrapper | 5 | 38 | 31 | 8 | 11 | 9 | 4 | 14 | 1 | 4 | 10 | Healing Herb | 2 | | 0 | Fire, Lightning | |
Gargoyle Ghidra | 9 | 42 | 46 | 22 | 15 | 12 | 9 | 12 | 1 | 10 | 45 | Antidote | 4 | Healing Herb | 2 | Wind, Ice, Fire, Lightning | |
Killer Fly | 6 | 22 | 46 | 19 | 21 | 22 | 10 | 18 | 1 | 4 | 32 | Healing Herb | 2 | | 0 | | |
Wasp | 12 | 38 | 42 | 21 | 22 | 22 | 16 | 15 | 1 | 12 | 16 | Healing Herb | 2 | | 0 | Wind, Ice, Fire, Lightning | |
Killer Ant | 4 | 22 | 48 | 15 | 11 | 20 | 14 | 12 | 1 | 5 | 16 | Healing Herb | 2 | | 0 | Wind, Ice, Fire, Lightning | Alex, Kyle
Nautilus | 11 | 48 | 68 | 32 | 23 | 40 | 25 | 17 | 2 | 12 | 20 | Star Light | 4 | Healing Herb | 2 | Fire, Lightning | Alex
Parasite Snake | 10 | 42 | 42 | 16 | 10 | 16 | 22 | 16 | 1 | 6 | 20 | Antidote | 4 | | 0 | Alex, Kyle | |
Rabid Fox | 11 | 50 | 66 | 18 | 27 | 30 | 22 | 16.. | 1 | 7 | 46 | Healing Herb | 2 | | 0 | Lightning | |
Death Stream | 13 | 25 | 70 | 29 | 29 | 50 | 26 | 15 | 1 | 6 | 75 | | | | 0 | Alex, Kyle, Fire | |
Gauntlet | 17 | 72 | 62 | 23 | 26 | 40 | 26 | 20 | 1 | 8 | 120 | | | | 0 | | |
Chizu | 10 | 5 | 1 | 80 | 100 | 255 | 60 | 24 | 2 | 150 | 1,000 | Chizu's Tail | 2 | | 0 | | |
Moth | 12 | 55 | 60 | 24 | 36 | 70 | 36 | 20 | 1 | 8 | 34 | Healing Herb | 1 | | 0 | Fire | |
Armored Bear | 16 | 53 | 76 | 24 | 26 | 30 | 35 | 23 | 1 | 9 | 40 | Star Light | 2 | | 0 | | |
Earth Eater | 14 | 66 | 58 | 54 | 32 | 30 | 33 | 24 | 1 | 10 | 36 | Healing Herb | 2 | | 0 | | |
Barrel Snake | 13 | 28 | 84 | 28 | 30 | 30 | 35 | 34 | 1 | 14 | 48 | Healing Herb | 1 | | 0 | | |
Lurker | 36 | 100 | 100 | 30 | 30 | 30 | 30 | 17 | 1 | 11 | 120 | Star Light | 2 | | 0 | Wind, Li... | |
Cyclops | 19 | 120 | 64 | 30 | 30 | 50 | 30 | 19 | 1 | 12 | 160 | Crossing Water | 2 | | | | |
Quartz Mirror | 15 | 42 | 70 | 30 | 1 | 40 | 25 | 25 | 1 | 16 | 90 | Healing Herb | 2 | | | | |
Star Comet | 17 | 90 | 70 | 30 | 27 | 26 | 30 | 15 | 1 | 28 | 170 | Healing Herb | 32 | | 0 | | |
Steel Knight | 18 | 80 | 75 | 15 | 35 | 45 | 25 | 12 | 1 | 17 | 252 | Healing Herb | 32 | Star Light | 16 | | |
Hawk | 19 | 65 | 70 | 45 | 30 | 44 | 30 | 30 | 2 | 25 | 100 | | 0 | | 0 | Wind | |
Gargoyle | 22 | 140 | 72 | 30 | 30 | 50 | 45 | 32 | 1 | 22 | 150 | | 0 | | 0 | Alex, Wind | |
Bat Knight | 21 | 85 | 90 | 67 | 30 | 56 | 52 | 30 | 2 | 64 | 120 | Healing Fruit | 2 | | 0 | Wind, Ice, Fire, Lightning | |
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PRIMA GAMES

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